THE OFFICIAL STRATEGY GUIDE \$19.99 COMPLETE MAPS OF ALL THE SIERRA® KIP WARD



The Official Strategy Guide

Kip Ward



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Introduction

elcome to the land of Cerilia through the BIRTHRIGHT[®]: *The Gorgon's Alliance* computer game—to your own little corner of Anuire, and a domain to call your very own. Of course, the Gorgon is going to have something to say about that, and that's where this strategy guide comes in.

Synergistic and Sierra's faithful adaptation of the ADVANCED DUNGEONS & DRAGONS® BIRTHRIGHT role playing game is an amazingly complex and hostile thing, fraught with conflicts both large and small. If you've had a chance to play the game a little bit—either the PC version or the AD&D® boxed set—you have some inkling of what lies ahead. Hopefully that's why you bought this book.

Herein are the answers you seek, assembled with stunning clarity and in stark detail. Of course, it is a sim. . . .

Perhaps we should get that one big, scary caveat right out in front: No two BIRTHRIGHT games are ever going to play out the same way—rarely is it even close—and therein was the challenge when assembling this guide.

How could it be broad enough without being too general? How could it be specific enough, and yet not become tediously bogged down in minutiae?

Hopefully, the book you hold in your hands is a solid mix of generalities and specifics, tempered as it is by literally hundreds of hours of kicking the Gorgon and his pals all over Anuire.

Though the simulation mode of the main game is a terribly complex system of inter-related components, there are a few generalities you can make—and a few specifics you can highlight—that set the cornerstone for a run at the crown.

It's that approach that we've tried to stick to in this book—only belaboring the obvious if it's absolutely essential to your understanding of the game, and only delving into the minutiae when there's a significant advantage to be gained.

The book is comprised of three large sections: First and foremost is the simulation mode, which explores the various components you'll be tasked with manipulating to build your domain. The first part of that section deals with the components specifically, and the last half of the section includes detailed "walkthroughs" for two of the domains—Elinie and Talinie.



Elinie is one of the harder domains to manage up to Gorgon-crushing strength, and the dynamic nature of the game serves well to accentuate some of the high-end survival techniques.

Talinie, conversely, is a very strong realm from the outset, but its strength lies in properties that Elinie triumphs without. We chose Talinie to fill in some of the gaps, tactically speaking, that the game of Elinie didn't easily cover.

Following the sim portion of the book is an exploration of battlefield tactics: A good chunk of what you accomplish in the sim is a matter of what you're able to do on the battlefield, and a tactical primer goes a long way to making sure you get the most out of every army Unit.

The third major section of the book concerns the adventure mode—an AD&D® dungeon crawl with a 3D perspective that's also a significant component of the simulation. That section includes combat and exploration tips, and also detailed maps that lead you to each coveted relic of power.

If you've played a BIRTHRIGHT game or three before picking up this book, you probably have some very specific questions, and we'll trust you to find the answers: The table of contents is detailed, and we made an effort not to be too cute with the headlines—the better to help you get where you're going.

If you're just coming into the game, start with the first half of Chapter 1. That'll give you the conceptual knowledge that will keep you from being baffled by the terminology, and also insights that go beyond the game manual in terms of each component's specific purpose.

Once you feel that brilliant light of understanding begin to flicker, jump in and put your newfound realizations to the test. There really is no substitute for experience when it comes to a game this complex. As some things become second nature, you're more free to experiment with other aspects.

Soon enough—hopefully a little sooner than the poor unfortunates who didn't think to buy this guide—you'll realize what it takes to secure your place among the leading contenders for the throne of Anuire.

Once you cross that threshold—where you feel like no one has the ability to come along and humble you—that's when you can act with the righteous determination that will claim your birthright, and leave your mark upon Anuire for all time. After that, it's on to multiplayer. . . .

Acknowledgments

As an author, you begin to see each strategy guide as something with a life of its own—a random series of highs and lows beginning from the moment you install that first beta version, fraught with peril but ultimately defined by tremendous acts of heroism. . . . Then again, that's probably just a billion or so hours of BIRTHRIGHT talking.

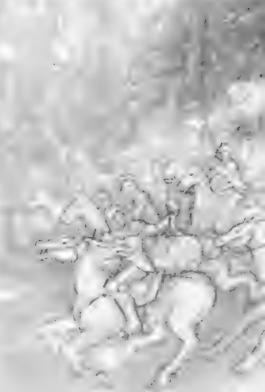
Nonetheless, there were definitely heroes and heroines that rose to the challenge over the course of this project, and in this small space I'll attempt to pay them their due.

Beginning with the Prima team, Project Editor Brooke Raymond was most triumphant. . . . I guess we've done so many of these together I've about exhausted my list of superlatives. Marian Hartsough laid out this book in style, and Michael Knight and Aaron Shonk leant their expertise in the heat of battle.

At Synergistic, both Mona Branham and Jim Edwards provided an amazing amount of support and good humor, under the auspices of main man Robert Clardy. This book wouldn't have been possible without their help at every critical juncture, and the care they took is one of the biggest reasons you'll soon be kicking the Gorgon all over Anuire. Sincere thanks, guys. . . . So, when do we get started on the sequel?



Managing Your Domain





n terms of actual gameplay, BIRTHRIGHT: *The Gorgon's Alliance* is comprised chiefly of the simulation mode. Only through careful management of your resources and competent dealings with your allies can you hope to build a strong enough domain to defeat the Gorgon and fulfill your destiny as ruler of Anuire.

Though you'll face plenty of battlefield combat—and take an occasional adventure excursion—managing your domain properly from the outset of the game is the most crucial component of claiming your birthright, and this section of the book breaks it down piece by piece, and also explains the complex interrelationships between all of the pertinent components.

If you have any experience with the BIRTHRIGHT role playing game, that is a huge advantage. The concepts that govern Synergistic's BIRTHRIGHT game are very similar: In fact, in almost every instance, you'll notice the game has been directly translated to the PC form. Of course, the parameters your computer lays down are bound to be a little different than those of your favorite dungeon master, and this section can go a long way towards smoothing out the transition.

For those of you without the luxury of any experience beforehand, this is the section of the book you'll find most essential to understanding the complex system of cultivating and governing a powerful realm in Anuire. You should be familiar enough with game terminology to give things context, but don't worry if it takes you awhile to feel comfortable with the lexicon of Anuire. There's a lot of information to digest here, but we've cross-referenced whenever it seemed there might be tangents the uninitiated would feel compelled to explore.

We'll begin with an overview of the different domains you may choose to rule, followed by the broad concepts of provinces and holdings and also generating gold and regency.

After that, we'll break down the domain actions, with the emphasis on how best to spend that precious gold and regency, and build a domain that even the Gorgon will hesitate to mess with. . . .

Well, all right: Hesitation isn't exactly in the Gorgon's nature. But pay attention, and you'll have what it takes to meet the challenge when he comes rolling into your little corner of Cerilia.



Getting Started: Selecting Your Domain

Each of the domains available for player control in BIRTHRIGHT comes with strengths and weaknesses most directly related to that domain's beginning resources and the nobility of its ruler, but also considering its position on the map—both with regard to other domains and the encroaching Gorgon.

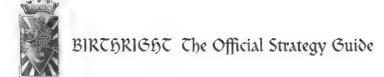
By clicking on any of the named domains on the large Anuirean map, you can call up the particulars on any starting point, and study the various components before making your selection. We've capsulated them here, in alphabetical order, to include a few observations that aren't obvious from the domain briefing.

The comments regarding the tendencies of other domains in each area are, of course, generalities. The dynamic nature of the BIRTHRIGHT simulation makes it impossible to predict, from game to game, exactly how each region will behave. Though each country has a very specific Artificial Intelligence, each domain must also manage its resources, just as the player must. That means that sometimes a non-player domain's tendencies have to take a back seat for purely economical reasons, and a few such anomalous turns can make for some very interesting Anuirean maps.



Aerenwe: Medium Challenge Major/Minor Bloodline, Trade

Though Aerenwe is listed as a Medium Challenge, it's a little easier than that for an experienced player. The domain's position on the map is far removed from the Gorgon, and Aerenwe also has the luxury of a strong ally, Roesone, to the west. In addition, the domain boasts a good mix of provinces, in terms of their suitability for supporting all four types of domain holdings. Further, Osoerde, to the north, is ripe for conquering, and tends to spend the early part of the game fighting with Elinie over the province of Osoeriene.





Alamie: Hardest Challenge Major/Major Bloodline, Military

Alamie is a stern test, positioned in the center of the map and comprised entirely of sparsely developed plains. In addition, Alamie shares borders with Ghoere, Mhoried, and the Five Peaks, all of which can be unpredictably hostile. Work quickly to form alliances, specifically with Tuornen to the west. Tuornen tends to form alliances at a fast pace, so keeping up good relations can really pay off later in the game, when they seem to have some connection to almost everyone on the map. You might even go so far as to give away Maesford very early in the game: Someone's going to take it soon anyway. Consider laying siege to Brak-Nor Castle in the Five Peaks, and moving your domain in that direction to get off the plains, and out of the direct path of the Gorgon.



Baruk-Azhik: Easy Challenge Major/Minor Bloodline, Military

Several factors combine to make Baruk-Azhik one of the easiest domains to govern, not the least of which are a vast guild network already in place, and a very defensible position in the mountains. In addition, the provinces you begin with are well-developed, and Chimaeron, to the south, offers an ample supply of undeveloped territories, should you wish to cultivate a magical power base. A better plan might be to sweep through Chimaeron with your capable dwarven armies, and then use those undeveloped territories as tools for forming alliances. Notice that Coeranys begins with a high approval rating of Baruk-Azhik, even though there is no official starting alliance.



Brosengae: Medium Challenge Major/Minor Bloodline, Temple

Brosengae falls in the middle of the pack, with good initial holdings and a strong ally in Avanil. The regent's alignment can be a hindrance to diplomatic actions with some



of the other domains, but that's easily overcome by employing lieutenants. Keep one eye on Taeghas, and try to lay claim to the level 9 source holding in Rhuobhe when you expand to the north. The evil elf will offer little in the way of resistance, and your ties to Avanil should help to dissuade any other powers which might covet the prize. If you do a good job of developing trade routes early on, you'll have plenty of muscle to expand along the coast in either direction.



Cariele: Medium Challenge Minor/Major Bloodline, Trade

Though Cariele is considered a Medium Challenge, newcomers may discover it a bit harder than that, especially if you opt for the minor blooded fighter over the major blooded thief as regent. You'll find that most of your neighbors aren't very neighborly, with the lone notable exception of Mhoried. Additionally, you begin the game already sharing a border with Markazor, an agent of the Gorgon that won't even consider diplomatic overtures. If you don't form an alliance with Thurazor, you might as well plan on fighting in that direction, as well as down into the magical mountains of the Five Peaks. If you keep your power base where it is, Markazor will soften you up, and the Gorgon himself will soon be considering you an easy target.



Coeranys: Easy Challenge Minor/Major Bloodline, Temple

Even if you choose to use the minor blooded regent, Coeranys is one of the easier domains to govern, combining an impressive network of temples with a generally favorable reaction from its neighbors. Hire a powerful priest early on, and expand along the coast in either direction—clearing out Chimaeron and/or Osoerde—while cultivating alliances to insulate you on the western front. Once you've established a decent foothold, you'll find that Ghoere often picks a fight, which can lead to a prosperous march all the way into Spiderfell. With the excess of provinces you acquire, it's relatively easy to form a network of alliances which make Coeranys the premier power in the southeast portion of Anuire.





Dhoesone: Easiest Challenge Major/Major Bloodline, Magic

Despite its relative proximity to the advancing Gorgon horde, Dhoesone is indeed one of the easiest domains on the map. Two strong allies—Tuarhievel and Thurazor—buffer you from any attacks. Cariele, the only other domain with which you share a border, is going to be busy just trying to survive. As long as you don't let it flee the Gorgon in your direction, things pretty much take care of themselves. While most other domains are anxiously eyeing their borders and expending much of their resources in a reactionary way, Dhoesone enjoys enough of a cushion to cultivate trade routes and serious fortifications en route to a date with the Gorgon.



Diemed: Medium Challenge Major/Major Bloodline, Military

Though Diemed doesn't begin with much in the way of holdings, it does hold a comfortable position on the map—the furthest possible point from the advancing Gorgon. In addition, Medoere to the east is ripe for destruction, though it boasts Ilien as a powerful ally. Fortify the western border, and you should be able to convince Avanil to pick on someone else while you plot your first conquest. Early in the game, Avanil has one of the largest standing armies, and it'll use it on your domain unless you exhibit some resistance in the form of castles or troops. Don't get hostile with Avanil until it's preoccupied, and then don't overlook the temples it controls within your borders. If you decide to attack innocent little Endier, go in with a big army, and consider that investing the province will probably get Avanil's attention. If you do manage to polish off Endier, realize that frees up the level 7 source holding in the Spider's Lair.





Elinie: Hard Challenge Major/Major Bloodline, Trade

At first glance—and even on closer inspection of the stats, for that matter—there's little to indicate why Elinie should be considered a Hard Challenge. Even though your domain is relatively low in developments, you have several law holdings, and several neighboring countries that seem candidates for alliances. What you can't see from the initial report is that Osoerde, to the south, has a major fixation with the province of Osoeriene. Sooner or later, probably sooner, it's going to make a move for it. Knowing this beforehand, it's prudent if you jump first. Form a strong alliance with Coeranys, and its many temples will bless you with random acts of kindness. Markazor and Mhoried, to the northwest, are also trouble, and you should consider giving away the provinces on that border to Sielwode as you begin to take over Osoerde's territory. Sielwode makes a strong ally, and the provinces of Sendouras, Mholien, and Soileite are too middle-of-the-road to justify constantly defending them from the forces of evil. For further analysis, check out the following walkthrough section of the book: Elinie is such a dynamic domain, it makes a good case study.



Endier: Easy Challenge Major/Major Bloodline, Trade

Though it boasts only a single province as the game begins, Endier has a strong base of holdings to exploit, and its distance from the Gorgon provides plenty of time to brace for the eventual assault. The trick is to realize that, with only one province, you need to be very careful as the game begins. Despite your vast holdings, you can only muster a relatively small army each turn, and thus anyone with an inkling can crush you like a bug. Muster low-cost units each turn—Archers or Scouts or Infantry—even when you don't plan on going to war. When you finally pull the trigger, fill out the roster with some Knights or Cavalry, and command any battles yourself until you have a larger domain to muster from. You don't want a flukish battle outcome ruining



your game. Cultivate trade routes while you build alliances with Avanil and Tuornen, and concentrate your aggressions on Diemed. You also want to get to Medoere before its alliances become too strong. Notice that your first lieutenant is an 11th level wizard, which goes along nicely with all those source holdings. In addition, his available domain spells are the conquering kind. By hooking a ley line to the source you control in the Spider's Lair, you can cast some very devastating magic early in the game, though you may need to create a few more source holdings in the right places.



llien: Medium Challenge Minor/Minor Bloodline, Magic

Pocketed between allies Medoere and Roesone, Ilien nonetheless presents a formidable challenge due to its lack of a major blooded regent option. In addition, you begin with a single province under your control, and the fact that you're completely surrounded by allies makes expansion a tricky prospect. Ultimately, you may find that expansion dictates that some of your allegiances be sacrificed, but be careful when you decide to cross that line. That whole corner of the map is a tangle of alliances, and you don't want to have everyone attacking your single province simultaneously. Roesone, in particular, can cut off your source tap in a big hurry, and can also muster a large army faster than you. Consider conquering Diemed, using Medoere to cushion any response, and then trading some of the provinces you acquire for others which might better suit your needs, such as Abbatuor or Westmarch.



Medoere: Medium Challenge Major/Minor Bloodline, Temple

Though Medoere boasts a good cross-section of resources as the game begins, and has two decent allies in Ilien and Roesone, it also exists in a relatively crowded section of the map, and tends to be an easy target for the larger domains in the area. Start massing troops, and wait. If Diemed doesn't attack within the first few turns, it's because it's busy elsewhere, and you should seize the initiative before your allies get caught up



in their own disputes. Once you've added Diemed's territory to your own, you can head north, into Endier and Spiderfell. By the time you've solidified your position on the map, there'll be plenty to contend with from the west and northeast. Consider working your way along the coast to the west, counting on your allies to protect the eastern front.



Roesone: Medium Challenge Major/Tainted Bloodline, Military

This is another domain which probably falls on the easy end of the Medium Challenge spectrum, as Roesone begins with some very valuable alliances, namely Ilien and Aerenwe. Medoere is also in the mix, though you can't be expected to worry about everyone. Additionally, Osoerde tends to get overly involved with Elinie, leaving only Spiderfell and Ghoere as immediate threats to your sovereignty when the game begins. Spiderfell can usually be counted on to find an easier mark—or to become pre-occupied by another attacker. That leaves Ghoere, which generally builds up military might at an impressive rate. Don't let it fortify and mass troops on your border—keeping an eye on the province of Ghoried in particular—but otherwise you can bide your time, solidifying within your own provinces until an opportunity presents itself.



Sielwode: Hard Challenge Major/Major Bloodline, Magic

The Elven domain of Sielwode begins the game rich in magical resources but not much else. In addition, the Gorgon and his pals are knocking on your door from the very start, and that never changes. Get together an army and jump Mur-Kilad: It's bad enough having two enemies on your border—you don't need three. Your initial alliance with Rhuobhe means little in the grand scheme of things. The alliance with Tuarhievel to the west, however, presents some intriguing possibilities. If you can manage to cross the gap between the two countries, claiming the provinces that begin as



the southern portion of Markazor, you can build a serious impediment to the advancing Gorgon. Establish some source holdings within Markazor, slap down a ley line, and you can cast all kinds of nasty magic with relative impunity, further complicating any threats of advancement.



Taeghas: Hard Challenge Major/Minor Bloodline, Trade

As the game begins, Taeghas has a strong alliance with Avanil going, and that's about all. Even your source holdings, though quite substantial, are going to require a higher-level wizard to properly exploit: Taeghas' regent is only level 4. The better news is that you have a very good shot at the level 9 source holding in Rhuobhe, and the Gorgon is about as far away as he can be. Your neighbor to the north, Boeruine, is likely to look upon your domain as easy pickings, so be ready. Very early on, you'll need to get together some type of army to defend that north border, and solidify your alliance with Avanil.



Talinie: Medium Challenge Major/Major Bloodline, Magic

Though Talinie is rated as a Medium Challenge, it's probably a little easier than that. All of its borders are shared with non-player characters, and one of those, Boeruine, begins as an ally. It turns out that the alliance with Boeruine offers all sorts of possibilities, including the opportunity to trade away some of your own low-level temples for some well-developed guilds. If you concentrate on creating trade routes with this strategy early in the game, you'll find that you're soon generating gold at a much better clip than anyone else in the neighborhood. Thus, you can muster an impressive army while other domains are just getting started. Concern yourself with the Five Peaks and Thurazor, the latter of which tends to be the more aggressive.





Tuarhievel: Hard Challenge Great/Great Bloodline, Magic

The Domain of Tuarhievel is one of the most complete starting positions on the map in terms of available resources. The catch is that the Gorgon is right on top of you as the game begins, and Tuarhievel generates regency much easier than gold at the outset—a hindrance when it comes to raising a suitable army in a hurry. You'll want to cultivate trade routes with Dhoesone, and try and unload the provinces on your eastern and southern borders to form stronger alliances with Dhoesone and Sielwode. You simply aren't going to have time to fight the near-constant battles that managing those provinces requires, while still solidifying your domain for a run at the Gorgon. If you, in effect, swap provinces with Dhoesone, it'll continue to send troops to the front while you brace for the eventual assault. Additionally, you'll want to keep an eye on Cariele. They seem to realize early on that your hands are full of Gorgon, and try to take advantage of it in the unkindest way. Just as when you're playing Sielwode, you can attempt to join your two domains across the provinces which originally belong to Markazor, but you'll find that that's a much tougher bottleneck to construct from the Tuarhievel side. Stuck between Cariele and Gorgon's Crown, just about the last thing you need is an early war with Markazor.



Tuornen: Hard Challenge Minor/Major Bloodline, Trade

Like Alamie to the east, Tuornen is one of the sternest challenges in the game. At least it boasts a variety of terrain types to facilitate the construction of trade routes, though there are no guilds functioning under your control as the game begins. Ultimately, you need to get out of the center of the map, or your enemies will eventually chip away at your domain. Then someone (usually a big, scaly demon guy) will come along with enough military might to wipe you off the map. The domain of Rhuobhe is tempting, but everyone else thinks so, too. The problem isn't taking



Rhuobhe, in fact, it's keeping it. And none of your competitors has to worry about defending so many common borders. Divest yourself of the provinces nearest Spiderfell, and fall back to the forests of Boeruine and the Five Peaks. Try to maintain the approximate size of your domain as you shift its position, but don't put up too much of a fight until you're in a more secure position.

Choosing a Regent

Once you've chosen which domain you'd like to play, select it with a click, and then choose between the two available regents.

The class of the regent you choose is very significant, since that will determine, in large part, the style of play which leads most expediently to victory. That's because each class derives different benefits from each of the different holding types which you can cultivate within your provinces. Most directly, each class of regent garners regency Points from a specific type of holding, as you'll see in the following section on generating regency. But there are other basic considerations.

The biggest concern would have to be in terms of fully exploiting any magical holdings—source or temple. If for instance you're stocked with source holdings, it makes sense to have a wizard for a regent. Not only are your holdings going to generate big chunks of regency Points, but as a wizard regent you'll be able to cast realm spells each turn, if you desire. An analogous situation exists for priests and temples.

Thieves, as you'll see, derive an almost unfair set of benefits from owning and operating guilds, while fighters seem to enjoy an increased economy when it comes to Mustering troops in provinces where they have large law holdings.

Finally, you need to consider your regent's bloodline strength score. Though you can increase that over the course of the game, it's a slow process, and a low Bloodline Number is going to make generating significant amounts of regency Points very tough for at least half the game.

You can certainly win regardless of what your regent's beginning bloodline strength score happens to be, and may even choose to handicap yourself with a "less-er" regent once you get a good handle on the game. The first couple of times you play, however, we'd have to recommend nothing less than a Bloodline preferably in the high 30s or low 40s.



Provinces and Holdings

The general prosperity of your domain, as measured by your realm strength, is most directly related to the condition of your provinces and the holdings which you control. In a nutshell—the bigger, the better.

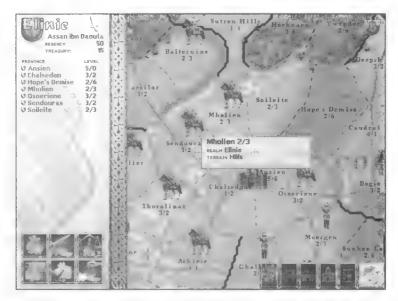
Developing a province—and properly utilizing the holdings within it—are relatively straight-forward tasks. But there are some unique concepts involved that warrant special attention.

We'll begin with a basic overview of the provinces themselves, and then discuss the utilization and management of the four holding types—law, temple, guild, and source.

Since we'll use Elinie as an example domain in the walkthrough section which follows, we'll also use it here to give the discussion some context.

Provinces: By the Numbers

As you've probably noticed, each of the provinces on the map is labeled not only with a name, but also with a pair of numbers separated by a slash. The numbers' limits are derived from the province's terrain type, as seen in the table which follows.



the province of Mholien in Elinie, upon first inspection



A province 7 can have a law 7, guild 7, and a temple 7 simultaneously, or up to seven levels of the three "development" type holdings (controlled by several different regents) at the same time.

For some context—Elinie begins the game with seven different provinces under its control. We've turned off the icons of the different holding types so that the names and numbers are easy to read. Let's look at the province of Mholien, in particular: Its terrain is Hills, and it's labeled 2/3.

The number to the left of the slash represents Mholien's current state of development, and is used primarily when determining the upper range for three of the four holding types—law, temple, and guild. If you were to have a law, temple, or guild holding in Mholien, the largest it could be right now is level 2.

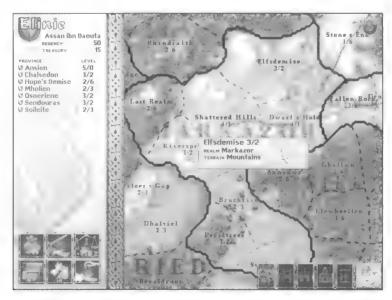
The number to the right of the slash is the province's source level, and represents the upper limit to which the fourth holding type—a source holding—could currently be developed. For Mholien right now, that's a possible source of level 3.



Province Source Level Potential, by Terrain Type

TERRAIN TYPE	POTENTIAL	
Plains, Hills, Tundra, Marsh, and Moor	5	
Forest, Mountains, Rivers, Coast	7	
Swamp	8	
High Mountains, Ancient Forest	9	

Since a province's specific terrain type determines its raw magical power, and developing a province in order to support law or guild or temple holdings detracts from that number, the numbers which label each plot of ground have a sort of indirect inversity: The two numbers don't necessarily have to add up to the province's raw source level potential, as determined by its terrain type, though they may. In Mholien, that happens to be the case. As Hills, Mholien has a base number of five, and right now Mholien is boasting a 3/2.



The province of Elfsdemise in Markazor is also labeled 3/2, but its source level potential is different from that of Mholien.



But look quickly to the north, to the lovely province of Elfsdemise in Markazor, and you'll see a different circumstance.

As you can see, Elfsdemise is also sporting a 3/2, and its terrain type is Mountains. If you add the province level to the source level, the result is the source potential of the area.

What that means in practical terms, is that you could opt to increase the 3 if you owned the province. When a province is "ruled up," it automatically takes away from the source potential of the land. A 3/2 province, for example, could be ruled at 5/0, then 6/0, and so on, up to the province potential of the area.

Once a province is developed, you can't ever "undevelop" it and reclaim the lost magical essence. You can, however, continue to develop a province past the point where its source level potential, as determined by terrain type, is exhausted. The number on the right simply reaches zero—signifying that the last of the land's magical essence has been spent. The number on the left will continue to climb, to a maximum of 10, as long as you expend the resources required to raise the province level.

It makes sense that the two numbers are somewhat inversely related, if you consider that developing the land in terms of increasing the population of a province and "civilizing" it should detract from the land's raw magical essence. As civilization moves in, the magical potential of the land wanes proportionately.

The nuances of the relationship between the two numbers are a bit confusing at first, but understanding how to manipulate each province to its maximum potential is the very essence of the simulation mode. Realizing that some provinces are best suited for source holdings and others for law, temple, and guild development is the most basic level of grasping that concept.

Types of Holdings

The key to getting the most out of each province in your domain, then, is realizing which provinces are best suited for further development of law holdings, guilds, and temples, and which is a likely candidate for a source holding. By employing ley lines (see the following section on domain actions) you really only need one high-level source holding, and it can be anywhere on the map as long as it's relatively secure.

Another key is realizing that you shouldn't knock yourself out trying to make sure every last holding is developed to a certain level. You probably won't have the time or



the resources to fully develop all of your provinces and holdings, so the better advantage you take of the best opportunities, the more expediently you'll play the game.

As you'll see in the following section on regency, the primary reason for developing holdings within each province is to generate regency for your regent. The holdings which generate regency depend on the character class of your regent, as outlined in the table in that section. There are, however, some practical considerations for establishing the different types of holdings, namely:

- Law Holdings: Help maintain a province's loyalty even at severe taxation.
 Recommended for development in all highly developed provinces. A law
 holding of half the province level is required to withstand severe taxation at
 all times.
- Guild Holdings: Facilitate the establishment of trade routes. Recommended for development in all highly developed provinces. There are no direct benefits to having a large guild holding other than generating regency.
- Temple Holdings: Used as "hubs" for casting priest realm spells. Recommended for development in a location central to your most highly developed provinces (so that your realm spells can affect all of your most valuable provinces at once). The list of priest realm spells is included in the section on domain actions (realm spell).
- Source Holdings: Used as "power supply" for casting wizard realm Magic. Recommended for Development in a low-level province with a relatively secure position inside your domain. You should only need one (perhaps two) for the whole game. Connect the primary power source to any level (0) or level (1) source which you've established to cast a specific spell, and the low-level holding now has all the power of the more secure high-level holding. The list of wizard realm spells is included in the section on domain actions (realm spell).

As the game begins, you should strive to protect your most highly developed provinces at all costs and by any means. Weed out any domain which isn't an ally from those valuable provinces through the domain action: Contest, and get your ally to surrender any holdings which you covet by using the Diplomacy domain action. If you don't have a relatively undeveloped province to foster a source holding, keep an eye out for one in the vicinity as you begin to expand your domain.



Realm Maintenance

As each game begins, you are introduced to your advisors, who offer you various insights concerning the state of Anuire. Your Chamberlain details each realm's relative strength and the ever-changing Loyalties that each realm has towards the others. Your General provides military highlights, your Mage has news of adventures and investitures, and your Spy Master details official diplomatic alliances which exist throughout the land.

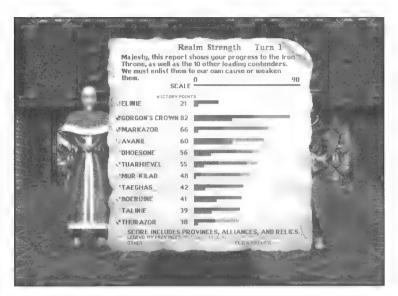
Though you'll use all of the reports at some point in the game, it's the realm Strength, troop report, and Alliances screens that serve the most vital functions: Knowing the strength of all the realms, in terms of holdings and Alliances, helps you to better pick targets and allies. The same is *true* for the troop report and the Alliances screen: They most directly concern the aspects of the game which determine success or failure when you begin to fight with other domains over provinces.

When you exit from the advisors screen, you'll be presented with the Anuirean map for the first time. Use the array of buttons in the lower right-hand corner of the



Your advisors greet you for the first time. Between each domain turn, they'll offer updates on the current state of Anuire.





The realm Strength screen lets you gauge your status compared to the top 10 realms in Anuire.

screen to turn on the icons for all of the individual domains and non-landholding characters, and then use the buttons on the left to configure your own domain for the coming game turn.

Note that some of the terms in the following synopsis may be unfamiliar to you at the present. The section on domain actions will fill in any gaps: This is the best place to start—at the beginning.

The Taxation Screen

The taxation Screen, of course, allows you to set the level at which each of your individual provinces is taxed prior to the next game turn.

To continue with Elinie as an example, we recommend that you adjust your taxation so that there are no negative numbers in the loyalty column. Sometimes you'll need to incur a loyalty penalty in order to amass gold for some purpose, but without a specific need it doesn't make much sense to jerk around the populace. They can get rebellious in a big hurry. Elinie also has the ability to collect on law Claims—a kind





Elinie's taxation Screen as the game begins

of tax which law holdings allow you to exact from other interests operating within your provinces. That's certainly not the case with every domain, but you should check all those little law Claims boxes whenever you can.

The Occupation Screen

The Occupation Screen allows you to either Reduce Foreign holdings or Pillage any province which you currently control.

In practical terms, we only ever Reduce Foreign holdings when we Occupy a province prior to Investing it away from a rival. That serves to open up some slots for our own interests, and it probably won't offend anyone we're worried about offending. Reducing Foreign holdings within your own provinces as the game begins will free up plenty of room for your own holdings, but it will also incur the wrath of every domain which had its holding reduced, and usually those include domains which would otherwise look upon you favorably. There are much better ways to get your hands on a prime holding, especially if that holding is controlled by a potential ally. More on that in the following section on domain actions.





Not much is happening on the Occupation Screen as the game begins.

Also, from a practical standpoint, we can't see why anyone would ever Pillage a province. Perhaps in the most dire circumstances, when you just can't generate a gold Bar or two by any other means. . . . But Pillaging reduces a province's level of development by one, thus reducing its earning potential for subsequent turns. You're in this game for a relatively long haul: The "scorched earth" policy has no real practical benefit.

The Payroll Screen

The Payroll screen allocates gold as payment to your Units in the field. Alternatively, you can elect to pay Units with regency, but once again that's a desperate measure. There are much better things to do with regency. If you'd like to disband any Units, simply don't pay them, and they'll have vanished from the map at the beginning of the next turn. The only exceptions are Mercenary Units, which remain in place when disbanded in the form of a roving band of monsters. For that reason, we never use Mercenary Units when we play the game.



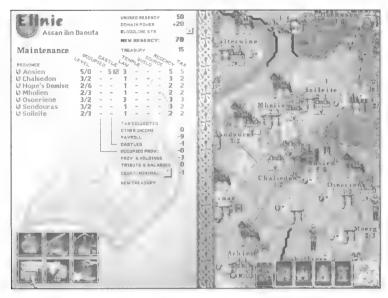


The Payroll Screen manages the expenses of your various military Units.

The Maintenance Screen

The Maintenance screen shows each of your individual provinces, the holdings which you control in each (by level), and also the regency and gold that each province will generate prior to the next turn. Finally, this screen sums up all your various means of generating gold, as well as the expenditures you have for such things as troop units and castles, and allows you to designate which kind of court you'll boast for the following turn. Once you start generating gold at a serious clip, you'll probably just leave your court maxed out—to opulent. Until you have enough wealth to flaunt it, however, you should only spend gold on your court when you intend to do a Diplomacy action in the following turn. The opulent court provides a beefy 15 percent modifier to any Diplomatic action, and there is no cheaper way to get that kind of boost.





The Maintenance Screen helps keep track of all the various debits and credits in your domain.

Collecting Taxes

The final button in the array accepts all of the decisions you've made regarding the various expenditures, and collects gold from your various provinces and interests. Once you've collected Taxes, you can't go back and adjust the tax rates again, so make sure everything is as it should be before you roll. Once the taxes have been collected, that button becomes the one which enters you into the sim mode for the next game turn. Notice that before you go, you have the opportunity to spend regency Points to boost your Bloodline Strength. Once the turn starts, that opportunity is gone until the next maintenance phase. For more specific insights, check the following section on generating gold and regency.

Enough housekeeping!

Once you have your domain properly configured for the coming turn, it's time to wade into the Anuirean countryside. . . . But just what will you be doing when you get there? In order to build your domain up to a game-winning point total, you have



to be prepared to pay. Not with your life, of course, but with the only two things that amount to payment in Anuire—gold and regency.

Before we delve into the individual domain actions, then, let's look at how you pile up the gold and regency. You're going to need plenty of each to perform your domain actions free of harassment from your enemies.

Generating Gold and Regency

At the most basic level, governing your domain is a matter of properly allocating gold and regency. With very few exceptions, any action you wish to perform at the realm management level is going to require gold or regency, and usually both.

As you begin the game, it makes sense to have a basic understanding of generating gold and regency. As you'll soon discover, there are exceptions and nuances to just about every strategy you'll employ when governing a domain. Still, the most basic rules apply for the duration, and the ability to see the big picture from the beginning will help give you the flexibility to better incorporate the exceptions as the game progresses.

Filling Your Treasury

Gold, in a nutshell, is the currency of Anuire. It's used for everything from Building Roads to Mustering troops, and even realm actions that could be considered regency intensive often have a gold component.

The most direct way to generate gold is through taxation of the provinces in your domain. As the game progresses, the establishment of trade routes plays an even more important role.

Generating Gold Through Taxation

As the game begins, the resources at your disposal have been preset in accordance with each domain's recognized difficulty. Early on, most of your gold income is from taxation of the provinces within your domain. So, in general, the more provinces under your control, the better.

As the game unfolds, you'll see that it's not so much a matter of the acreage under your control, but the development of each province which determines your domain's productivity—at least in terms of generating gold. Here are a few constants that you can count on:



- Increasing the level of a province through the domain action "Rule" will increase the amount of gold generated through taxation.
- Increasing the level of a province also increases the amount of gold you collect from any trade routes connected to that province.
- Severe taxation of a province requires a law holding that's at least half of the province's development level, or you risk pushing the province into Rebellion by incurring a negative loyalty grade turn after turn. The effects of the taxation levels you set, with regard to a province's loyalty, are measured in the loyalty Change column of the taxation table.
- By varying the level of taxation on a province from turn to turn, you can keep its loyalty rating at an acceptable, though fluctuating, level.

As you begin to expand your domain to include many provinces, you'll find that it's too regency intensive to roll all of the law holdings up to a level that will allow you to maintain severe taxation. You can do it, of course, but it makes the game much longer, and it isn't really necessary: You simply don't need to be sitting on a huge chunk of unused gold, and there're better things to be doing with regency.

Province Taxation

Province Level	Light	Moderate	SEVERE	
0	_		d3-2	
1	d3-2	d3-1	d3	
2	d3-1	d3	d4	
3	d3	d4	d4+1	
4	d4	d4+1	d6	
5	d4+1	d6+1	d8+1	
6	d6+1	d8+1	d10+1	
7	d8+1	d10+1	d12+1	
8	d10+1	d12+1	2d8	
9	d12+1	2d8	2d8+2	
10	2d8	2d8+2	2d10+2	

(Note: Negative results are treated as 0)



Instead, you can increase the level of the law holdings in your most developed provinces, thereby allowing you to tax them severely at all times. You'll generate a significant amount of gold from each of those provinces, as contrasted with the gold generated by taxing the provinces with lower level law holdings at the Light taxation setting. The provinces which you'll want to develop to a high province level are those with strategic significance, based on their positions within your domain. In effect, those provinces become "Seats of Power," where you'll want to construct large fortifications.

Generating Gold Through Trade Routes

Aside from the straight exercise of taxing your individual provinces, you can also generate a goodly chunk of change each turn by establishing trade routes. The mechanics of establishing a trade route are covered in the following section on domain actions, but there is one broad concept you need to have right up front, to aid in determining the optimum route for Trade:

A trade route generates Gold Bars equal to the average level of development of the two provinces which the route connects. So, it behooves you to connect the most highly developed provinces when constructing trade routes.

There is a school of thought that dictates, by focusing your trade routes into one small area, you need only develop a relative handful of provinces with Trade in mind. In essence, all your trade routes are running in between three or four provinces, all of which are highly developed.

In practical terms, that turns out to be one of those "Delayed Gratification" arguments, and we've never really been able to tell a significant difference between taking the time to fully develop three or four provinces, or the alternative—simply attaching a trade route to the most highly developed province available. Of course, that doesn't mean settling for schlock trade routes: It's certainly better to wait and acquire a plum province than it is to just slap down a trade route for the sake of doing it. But, by the 15th or 20th turn of any game we've ever played, our domain has been generating an excess of gold. And, like they say in Anuire: You can't take it with you. . . .

Also, note that the size of the guild holding itself has nothing directly to do with the amount of gold that is collected. The amount of gold generated is purely a product of the two provinces being connected: Add the two province levels, divide by two, and round up. That's how much gold you'll generate every turn. A large guild serves to lock out the competition somewhat, and generates regency Points for thief regents, but other than that a level 2 guild holding is as good as a level 8 in terms of establishing trade routes.



Generating Gold: A Prime Example

Consider the taxation Screen for Elinie—now well-grown from its starting size—and specifically the province of Bhalaene. It serves as a nice hub in what has become the northwestern section of our domain, and so it's been Fortified with a large castle, and also includes large guild and temple holdings. By increasing the law holding to at least half of the province level, we can generate 14 Gold Bars in that one province every turn, with the taxation level set to severe, and not incur any kind of negative loyalty penalty.

Further, the existence of a large temple in Bhalaene means that we should Bless the province (and much of the surrounding countryside for a small additional charge) on a regular basis, and get the most out of our taxation Roll. When we do so, we can even bump up the taxation level in the affected provinces, suffering the negative loyalty effect for a single turn, and raking in a huge pile of gold for the trouble.

Similar situations have been encouraged in Ilien and Spiderfell, as well as other provinces which are on subsequent pages of the taxation Screen.

The gold your domain is capable of generating increases dramatically with this subtle manipulation, especially as the number of provinces which you can Bless



The taxation Screen for Elinie shows the "hub" of Bhalaene, a well-developed province which generates considerable gold.



rises—since each grade increase in taxation represents a significant boost from the next-lowest category, and Blessing ensures that you garner the maximum amount of gold. While playing the game, probably half of the lieutenant domain actions we do are Blessings.

Regency for the Regent

Regency is probably best understood as "political influence." By expending regency Points, you are more likely to achieve the desired result when it comes to political dealings in Anuire.

Regency Points are generated most directly as a result of your Bloodline Strength. Regency is also generated through the various holdings within your provinces, but that fact can be misleading when it comes to the final analysis. The reason is that your regency is based either on your Bloodline Strength or the sum total of the regency generated by your holdings, whichever is lower. In order to accumulate enough points to win the game, even at the easiest difficulty level, the regency generated by your holdings quickly overtakes your Bloodline Strength, and your Bloodline Strength becomes the number of regency Points you generate each turn.

You can only increase your Bloodline Strength by spending a number of regency Points equal to your current Bloodline Strength, plus 1. That makes life for regents with lower Bloodline Strengths particularly difficult at the outset, since you have to save regency points from one turn to the next in order to pump up the Bloodline Number, and the temptation to expend regency throughout a turn is often great, if not mandatory.

If you're playing at the Hard difficulty sim setting, which requires 500 game points to claim victory, you're in for the long haul—you're going to need a Bloodline Strength of at least 40 (and probably 45) to feel comfortable in the latter stages of the game. If you're starting out with a low regency number, make a point of increasing the number at least once every three or four turns early on, or you'll be cruelly limited by your lack of regency late in the game.

Generating Regency Points

Until the fact that Bloodline Strength is the best indicator of your potential regency sinks in, you're bound to be dismayed by the fact that all your province holdings aren't generating more regency.



Remember—the regency you generate each turn is equal to the sum of the regency generated by each of your province features (see the table), or it is equal to your Bloodline Strength, whichever is lower.

If you start the game with a domain which boasts relatively few regency-generated province features, the regency those features produce may indeed be lower than your Bloodline number, but that doesn't last long.

Still, even as you increase your Bloodline Strength (by spending a number of regency Points equal to your current Bloodline Strength, plus 1), you'll want to create your initial holdings with the thought that they should soon be generating a greater regency number than your Bloodline Strength. Once you eclipse that mark, you can begin to create holdings with broader strategic implications in mind, secure in the fact that your Bloodline Strength has become the determining factor in generating regency points for the rest of the game.

Each different province holding generates regency points equal to the holding's level, though there are restrictions based upon your regent's class. In addition, the province itself generates points equal to its level of development. As you can see in table 2, Thieves also derive regency benefits from the creation of trade routes.

Province Features Which Generate Regency, by Class

FEATURE	CLASSES WHICH COLLECT REGENCY
Province Ownership	All*
Guild	Thief, Ranger, (Bard)**
Law	Warrior, (Priest, Thief)**
Source	Wizard
Temple	Priest, Paladin
Trade Route	Thief***

Notes:

^{*}Regency generated by province Ownership is equal to the province's level of development.

^{**}Character classes in parenthesis collect one half the regency Points, rounded up.

^{***}Thieves collect regency from trade routes at a rate of one point per gold bar generated through Trade.

It's easy to get caught up in the computation of regency by this method, and over-look the fact that Bloodline Strength is going to be the determining factor for 90 percent of the game. Simply by developing your provinces (increasing their level) and fostering a prudent mix of holdings, you can feel free to leave the calculator back at the castle, and concentrate on more important things.

The Domain Actions

In the Expert mode, there are a grand total of 18 different domain actions which help you control your domain and thereby advance your interests in Anuire. Of course, the different Actions vary in complexity, but understanding all of them well will help you to prioritize when the game is underway. In addition, we'll look at the average cost of performing each Action, and whether that cost is gold, regency, or both.

For the sake of organization, let's just go from top to bottom of the two columns of domain actions—first the left-hand column, then the Actions on the right. Free Actions are those which don't count against the total of three you are allowed each turn, and domain actions which are available as lieutenant Actions are marked with an asterisk.

Domain Action: Adventure*

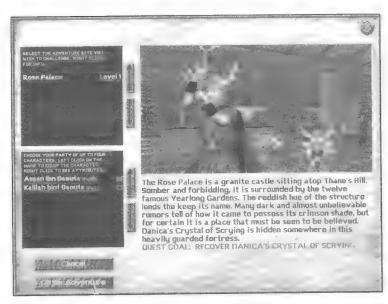
Cost: None

The adventure button is the means by which you leave the simulation mode, and lead a party of adventurers in search of treasure and magical artifacts. When you select this button, you'll be shown a menu with a list of the adventures you could currently undertake, and also a smaller menu to let you assemble and equip your party. For more on Adventuring, including detailed maps of each scenario, refer to Chapter 3.

Domain Action: Build Road (Free Action) Cost: Variable Gold

Roads are built from one province to another to facilitate troop movement, and also to allow for the construction of trade routes. The cost of building any given road is a sum based on the terrain type of the two provinces being connected:





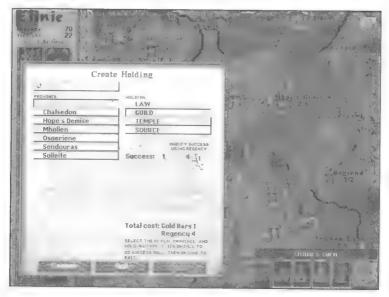
Toggling the adventure button prepares you for adventure mode.

Road Costs by Terrain

TERRAIN TYPE	GOLD BARS	
Plains	1	
Forest	2	
Hills	2	
Low Mountains	2	
Swamp	3	
High Mountains	4	

Of course, the game doesn't task you with doing the math: It'll tell you the price of any given road, and ask you if you want to build it. Note however, that once you say yes, you can't cancel out of the action.





It's possible to create a holding in any province on the map, as long as you're willing to spend the regency Points.

Domain Action: Create Holding*

Cost: 1 Gold Bar, Variable Regency

One of the meat and potatoes domain actions, create holding allows you to do just that, filling any available slot on the map with a level 0 holding controlled by your regent. Creating a holding is a relatively low-risk endeavor, though you are given the chance to increase your success by expending regency Points to modify the dice roll. Other points of interest: A holding's level can be increased by use of the domain action Rule. A level 0 holding is easily destroyed by your enemies.

Domain Action: Diplomacy*

Cost: 1 Regency Point, 1 Gold Bar (Plus Modifiers)

Through the use of the Diplomacy domain action, you can make friends in Anuire, and exploit those relationships to your own end. Probably the most expedient way to use the Diplomacy action is to buy someone's favor with gold, and then exploit the



established good will by demanding that they fork over some valuable asset—usually a high-level holding, but occasionally a whole territory. By employing a lieutenant who has the proper character alignment, and also by spending money on an opulent court during the Maintenance phase, you can gain a very favorable reaction before you even begin to toss around Gold Bars. Many times, the lieutenant you begin the game with is very compatible with some other domain in the area, whether or not you begin the game with an established alliance.

Use the tables of regents and lieutenants—and their alignments—to help you decide which lieutenant will best facilitate a Diplomacy Action with any of the other domains. If none of the non-player characters you'd like to acquire appears in the Hire lieutenants domain action box, hire a few of the less-expensive ones, and the roster will refill itself almost immediately.

One other note—the "Free Agent" lieutenants—those which begin the game without any affiliation—sometimes end up with an affiliation. Other regents can hire them just as you can. Once that happens, the only way to get your hands on them is to forge an oath of fealty with the domain which has enlisted a particular lieutenant.

Player Regents and Lieutenants

REALM	REGENTS	CLASS	Level	ALIGNMENT
Aerenwe	Liliene Swordwraith	F	10	NG
	Cole Alwier	F/M	4/4	CG
Alamie	Carilon Alam	F	2	NE
	Dierdren Alam	W	6	N
Baruk-Azhik	Grimm Graybeard	F/PR	7/8	LG
	Diirk Watershold	T	10	NG
Brosengae	Eriene Mierelen	T	7	NE
	Hyde Termonie	PR	4	LG
Cariele	Entier Gladanil	F	5	NE
	Mheallie Bireon	T	8	NE
Coeranys	Eluvie Cariele	F	2	CG
*	Medhlorie Haensen	PR	2	N



Player Regents and Lieutenants (continued)

REALM	REGENTS	CLASS	LEVEL	ALIGNMENT
Dhoesone	Fhiele Dhoesone	Т	6	N
	Clumine Dhoesone	W	3	LG
Diemed	Heirl Diem	F	7	LN
	Lasica Diem	W	5	LN
Elinie	Assan ibn Daouta	P	10	LG
	Kalilah bint Daouta	P	5	LG
Endier	Guilder Kalien	Τ	5	NE
	Caine	W	10	NG
Ilien	Rogr Aglondier	W	3	NG
	Alliene Aglondier	PR	3	CG
Medoere	Suris Enlien	PR	4	NG
	Kotrin Skirvin	F	3	CG
Roesone	Marlae Roesone	F	5	N
	Michael Agnelie	T	3	LG
Sielwode	Queen Isaelie	W	13	N
	Corwin Rhysdiordan	R	7	CG
Taeghas	Harald Khorien	W	4	NG
	Trevor Onwen	F	3	N
Talinie	Thuriene Donalls	PR	6	LG
	Torele Anviras	W	10	LG
Tuarhievel	Prince Fhileraene	F/W	7/7	N
	Llytha Damaan	W/T	6/6	N
Tuornen	Laela Flaertes	В	4	NG
	Braedonnal Tuare	F	7	CG



Non-Player Regents and Lieutenants

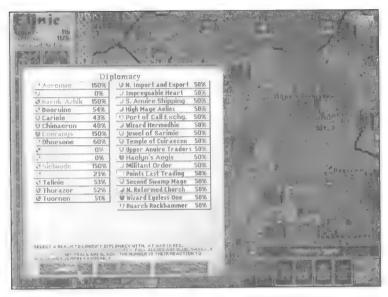
REALM	REGENTS	CLASS	LEVEL	ALIGNMENT
Anuire	Caliedhe Dosiere	F/W	12/16	LG
Avanil	Darien Avan	F	9	LN
	Dheraene Bhailie	T	7	LN
Boeruine	Aeric Boeruine	F	12	LN
	Arlen Innes	W	7	LN
Chimaeron	Denerik	T	6	NE
	Danita (Chimaera)	W	13	CE
Ghoere	Gavin Tael	F	9	LE
	Sword Mage	W	10	LE
Gorgon's Crown	Gorgon	F/W	25/16	LE
	Kiras Earthcore	F	9	LE
Markazor	Razzik Fanggrabber	F	4	LE
Mhoried	Daeric Mhoried	R	7	CG
	Michael Mhoried	F	4	LG
Mur-Kilad	Godar Thurinson	F	6	LE
Osoerde	Jaison Raenech	F	7	LE
	Terence Gryphon	F	4	NE
Rhuobhe	Rhuobhe Manslayer	F/W	16/15	NE
	Nhoun	F	5	CE
Spiderfell	The Spider	Monster	Unknown	N/A
Thurazor	Tie'skar Graecher	F	7	LE



Recruitable Lieutenants

Affiliation	Name	CLASS	LEVEL	ALIGNMENT
Haelyn's Aegis	Antia Maricoere	PR	6	LN
High Mage Aelies	Aelies	W	16	LN
Imp. Heart	Hubaere Armiendin	PR	11	LG
Jewel of Saramie	Temias Coumain	P	8	NG
Militant Order	Fhylie the Sword	PR	6	CG
N. I/E	Adaere Doneim	Т	5	CE
N. Reformed Church	Larra Nielems	PR	8	NE
Orth. Imp. Temple	Lavalan Briesen	PR	5	LG
Points East Trading	Elamien Lamier	T	7	LN
Port of Call Exchange	el-Hadid	T	16	LE
Second Swamp Mage	The Swamp Mage	W	10	NG
S. Anuire Shipping	Orthien Tane	T	3	CN
Tem. of Cuiraecen	Linnias Baccaere	PR	7	LN
Upper Anuire Traders	Galien Thuried	T	4	CN
Wizard Eyeless One	Eyeless One	W	9	CE
Wizard Hermedhie	Hermedhie	W	7	LN
N/A	Arien Borthein	T	12	CN
N/A	Moerele Lannaman	Т	4	CG
N/A	Parnien Anuvier Iniere	T	2	N
N/A	Regien	W	6	CN
-N/A	Rhobher Nichaleir	PR	13	LG
N/A	Ruarch Rockhammer	PR	11	LG
N/A	Torias Griene	PR	7	LG
N/A	The Wizard	W	10	CE





Elinie's Diplomacy Screen late in the game is a mixture of friends and foes.

Domain Action: Forge Ley Line* Cost: 1 Gold Bar and 1 Regency Point Per Province Crossed

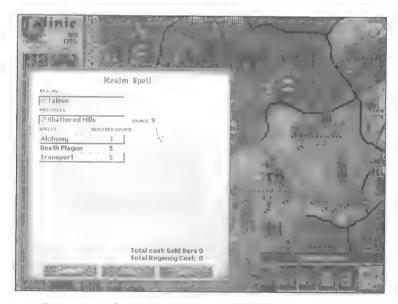
Only wizards can forge ley lines, and thereby borrow power from a high-level source holding in one province to use through a relatively low-level source holding somewhere else. As an example, notice the level 0 source holding in Shattered Hills, which Talinie has booked up to a ley line. If Talinie's regent decides to cast a spell in Shat-

where else. As an example, notice the level 0 source holding in Shattered Hills, which Talinie has hooked up to a ley line. If Talinie's regent decides to cast a spell in Shattered Hills, he'll be pleasantly surprised to find that, though the holding is level 0, the available source power is level 9: The tap is directly from the mountains of Rhuobhe. Once a wizard appreciates this method of transference, it's easy to see how a single well-tended source holding can provide magical power for an entire domain.





Talinie's source holding in the province of Shattered Hills is, indeed, a level 0.



Casting a realm spell in Shattered Hills is done at level 9, thanks to a ley line connected to the province of Rhuobhe.



Domain Action: Hold Action

This button simply allows you to skip your turn. Usually, the only reason you'd want to skip a turn would be if you just don't have the resources to afford another domain action.

Domain Action: Hire Lieutenant Cost: Variable

This domain action allows the regent to hire a lieutenant from the currently available pool of talent. lieutenants cost one Gold Bar per level of experience, regardless of class, and come complete with a unit of Elite Infantry. Though every class of lieutenant is valuable when it comes to Adventuring, the most valuable classes in the simulation mode of the game are certainly high-level Wizards and priests. It's worth noting, in that context, that the higher the level of the spellcaster, the more provinces which may be affected in the surrounding area. So, though you may have a low-level priest or wizard in your stable already, it's worth it to throw down for the likes of Rhobher Nichaleir (level 13) or The wizard (level 10) if they show up on the roster.

Domain Action: Muster Armies (Free Action) Cost: Variable

Each turn, a regent can muster troops from any province under his control. The type and number of units available for muster within a given province is most primarily a function of the province's level, though there are some special considerations that have to do with geography: Elven forests will muster Elves, Dwarven Mountains bestow Dwarves, Spiderfell musters Goblins . . . that sort of thing.

Domain Action: Rule*

Cost: 1 Gold Bar Per Holding or Gold Bars Equal to the Desired Province Level, Variable Regency

The Big Daddy of all domain actions, Rule is the one which allows you, most directly, to increase the value of the provinces and holdings under your control. Every province you own, and all the holdings you have in Anuire, are displayed on the Rule menu screen. By clicking on any of the solid bars, you're deciding to control that



TROOPS AVAILABLE FOR MUSTER	UNIT MUSTER TYPE COST (GB)	Maintenance Cost (GB)	MINIMUM PROV. LVL. REQUIRED
Archers	2	1	2
Cavalry	4	2	3
Infantry	2	1	1
Infantry, Elite	4	2	3
Irregulars	1	1	1
Knights	6	2	4
Levies	0	1	1
Mer. Cavalry	6	2	**
Mer. Infantry*	4	2	жж
Mer. Irregulars	3	1	**
Pikemen	2	1	2
Scouts	2	1	1

^{*}Can also be hired as archers or pikes.

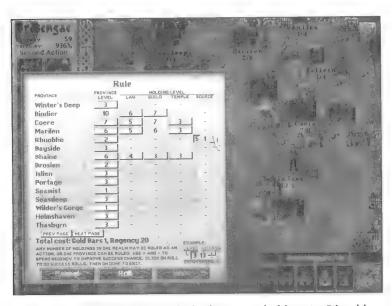
^{**}Mercenaries can be hired in any province.

SPECIAL UNIT MUSTERING	UNIT MUSTER TYPE COST (GB)	Maintenance Cost (GB)	MINIMUM PROV. LVL. REQUIRED
Dwarf Guards	4	2	4 Dwf/Mer
Dwarf Crossbows	4	2	4 Dwf/Mer
Elf Archers	4	1	3Elf
Elf Cavalry	8	2	4 Elf
Goblin Archers	1	1	2 Gob/Mer
Goblin Infantry	1	1	2Gob/Mer
Goblin Cavalry	4	2	3Gob/Mer
Gnoll Marauders	2	1	Mercenary
Gnoll Infantry	3	1	Mercenary



particular aspect, be it a holding or the province level itself. The number which appears in between the two halves of the divided box when you click on it is the chance you have for success—the number you need to roll on a 20-sided die. By expending regency, you can increase your chances of success. Here are some other things to keep in mind:

- Any number of holdings can be Ruled as the same domain action, as long as you can pay the price, but Ruling a province's level must be done independently of all other Rules.
- Ruling a province's level creates an additional slot for three of the four holding types: law, guild, and temple.
- Ruling a province's level may actually lower the source holding in that province. So, if you're trying to develop a major source holding within a province, Rule the source itself, not the province level.
- Increasing a holding from level 0 to level 1 has a 50 percent chance of success, and costs one regency Point. So, even when you're Ruling some high-level holding for a specific purpose, take a chance on increasing those



Brosengae's Rule options include the source holding in Rhuobhe, recently acquired in a bloody conflict.

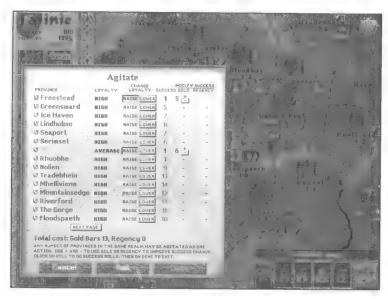


low-level ones at the same time. You don't need to expend regency to modify the roll. In fact, the same holds *true* for level 2 and level 3 holdings as the game goes on. It's generally worth a few regency Points (in the case of level 2 or level 3 holdings) to take a shot. Over a relatively short period of time, as you concentrate on your "important" holdings, all of your assets will be creeping upwards in value.

 Your lieutenant can perform the Rule action for you, though you won't be able to modify any of those rolls using regency.

Domain Action: Agitate* Cost: Variable Gold and Regency

The Agitate domain action is a simple way for you to influence the populace in provinces which you own or those where you have holdings. By expending either gold or regency, you can increase or decrease the loyalty grade in any such province by one. priest regents get a free Agitate Action per turn. Probably the most noteworthy thing about the Action is its economy when it comes to having your lieutenant take care of



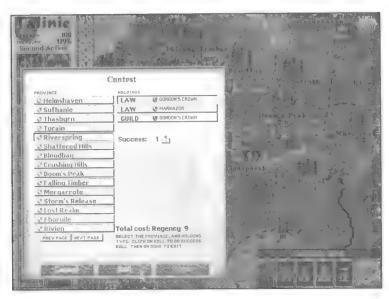
Talinie uses the Agitation domain action to counter the effects of Thurazor's magic.



business. Relatively late in the game, you'll be sitting on a big pile of gold, while your enemies are constantly jerking around your province Loyalties through the use of spells or Agitation Actions of their own. Have your own lieutenant perform an Agitation for you (assuming he has nothing better to do), and you'll find that there is zero outlay in terms of regency Points. Whereas your regent has to come up with at least a single regency Point for every individual Agitation, your lieutenant gets off with just the cost of a gold Bar per action, and then can modify the roll using gold exclusively. You've got all that gold anyway; might as well use it.

Domain Action: Contest* Cost: Regency Only

The Contest domain action allows you to impede your enemies' development of holdings. Usually, you'll want to Contest holdings within your own domain which you consider to be hostile—Markazor, Mur-Kilad, Gorgon's Crown . . . the big guns. If you let those types of domains establish a foothold within your own, you'll soon be subject to all sorts of nasty magic in addition to Agitation actions and having your



Talinie can use the Contest domain action to weed out any undesirables in newly acquired provinces.



note

A relatively common occurrence in BIRTHRIGHT is for some other domain to Contest one of your holdings. Usually, the holdings which end up getting Contested are off in some distant land-assets you had when the game began, but weren't in much of a position to nurture. Now that holding is in someone else's way, and the little screen pops up saying that such and such is Contesting your temple in Shattered Hills. And would you like to modify the Success number? Don't do it. It's like one of those bad carnival games where they reel you in: Once you modify the roll the first time, and your opponent counters by re-modifying the roll, you'll feel like you're committed, and pour in another 15 or 20 regency Points. Now you're into this Contest for, what, 30 regency Points? Just so some punk doesn't Contest your temple which you have never used before, and likely never will want to use? If it turns out that the holding is something valuable, the fact is that you still don't want to put up a fight. Why trade regency Points with some loser when you don't even know how many he or she has to spend? Let your holding get Contested, then simply go to the domain action Rule. Expend the relatively low amount of regency Points to Rule the holding, and the Contest is off.

own valuable holdings Contested on a regular basis. Note that any holding which is Contested twice is destroyed, and a level 0 holding vanishes after only a single successful Contest.

Domain Action: Declare War

Cost: None

Declaring war on an opponent allows you to cross the border into their domain. Otherwise, you're simply not permitted. Opinions vary as to the best time to declare war: Either with the First or Second domain action. There are advantages and disadvan-





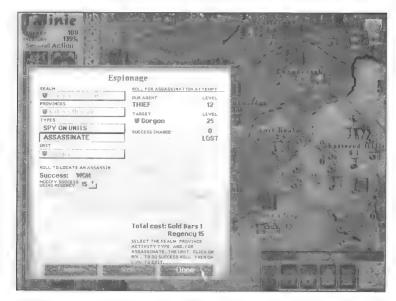
Just because it's simple doesn't means it's going to be easy: Talinie goes hunting the Gorgon late in the game.

tages to each. If you Declare with the First Action without mustering, your opponent tries to formulate some kind of response that doesn't take into account the troops you plan on calling up. Sometimes that can give you an advantage when deploying your own forces, in that there's time to do it in two waves. Also, you can declare war again in the Second Action, on a different enemy, if you're feeling really frisky. If you opt to declare war in the Second Action only, your enemy has less time to respond when you go crashing across their border. Even if they meet your charge with a decent army, the odds are that you can weather the assault, and they won't be able to muster and attack again before the end of the turn. That'll usually leave you in position to Invest a province as the next turn begins. Don't declare war on your third action.

Domain Action: Espionage* Cost: 1 Gold Bar, Variable Regency

In our humble opinion, Thieves are the only regents who should ever perform Espionage actions, and that's for the simple reason that they can do one Espionage Action per game turn as a Free Action: It doesn't count against the three turns you normally





The Espionage Action—it never hurts to try. Or does it?

take. Our problem with the Espionage Action is twofold, though the first problem is more of a quibble. That's the fact that Assassinating anyone worthwhile is such a long-shot. Yes, it definitely happens. Not very often.

Domain Action: Fortify* Cost: Variable Gold, 1 Regency Point per Castle

The fortification domain action is the common method of castle Construction in Anuire. Castles are constructed as a hindrance to advancing enemy troops, since any enemy unit which enters a Fortified province must stop until the castle is effectively neutralized. Though we'll also cover the destruction of castles as a battlefield Combat topic, it's worth noting that laying Siege to a castle requires a number of Units equal to the castle's current level of development. The castle then begins to disintegrate at a rate of one level per turn. Any province can support a castle of the same size as its province level, and the cost in gold per turn for a specific fortification to be constructed is listed in the far right column of the domain action box. If you'd like work to progress at a



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Castle-happy Brosengae adds another wing onto Castle Bindier via fortification.

faster clip—that is, you'd like to spend some more gold to speed up the process—go to the fortification screen and designate the desired level of your castle, but cancel out of the menu without directing that any castles be built. Now re-click on the fortification button, and re-select the castle to be built. You should notice that the cost in gold per turn is significantly higher: Work will proceed more quickly.

Domain Action: Investiture 1 Gold Bar per Province, Variable Regency

The Rite of investiture is the means by which one regent transfers official ownership of a province from an enemy to one's own domain. This domain action can be one of the most regency-intensive in the game, since you use regency to modify your success, and a more developed province is even harder to Invest than one with a relatively low number. Read the nearby tip for some insight into lowering the cost of the process, which most commonly begins by declaring war on a neighboring domain, and then crossing the border between your domain and the enemy with a sizable army. Once



any enemy troops have been dispatched, and any castle neutralized by Siege, the regent who wishes to Invest the province must Occupy it with a considerable force: A number of units equal to the province's level plus the level of any law holdings there. As long as no army moves into the province between the last domain action of the current turn and the first domain action of the next, the province will show up on the investiture Screen. You'll know if you're going to meet the criteria during the realm Maintenance phase: The province you're Occupying shows up on the taxation Screen, with a small soldier's silhouette over the enemy shield icon. Since any province you Invest suffers a period of lowered loyalty, it's a good idea to turn the tax rate all the way down. As previously mentioned, it's also generally a good idea to select the

As mentioned in the discussion of investiture, it can be a very expensive domain action in terms of regency. Almost invariably, your opponent will modify the Success roll after you've adjusted it down to "1" the first time-presumably requiring that you expend even more regency to get the job done. And it's not terribly uncommon for a fee to modify again after your second expenditure. Fortunately, you have an out. In fact, that's exactly what you have. Simply Cancel out of the investiture, and re-select the investiture button. You'll find that the screen has reset: It doesn't "remember" the previous round of regency modifications. Go through the process again. Go through it as many times as it takes perhaps just once but maybe three or even four times—until finally your foe decides not to modify the Success Roll, or modifies it by only a few regency Points. Exactly why this works is a bit of a mystery, but it saves you a ton of regency.





province on the Occupation Screen, and Reduce Foreign holdings during the same Maintenance phase. That ensures that no large enemy holdings will remain active after the investiture. With all of the holdings diminished, you won't have to worry about Contesting them to destroy them: Your enemy is going to be spending his resources fighting you, not Ruling holdings. And when the last enemy province is Invested, all of the enemy holdings vanish from the map.

Domain Action: Lieutenant Action Cost: Variable

This domain action lets you choose a lieutenant to act on your behalf—an extra domain action that isn't counted against the usual total of three per turn. In this list of domain actions, those which your lieutenant can perform are marked with an asterisk. Also, notice that performing those Actions with a lieutenant prevents you from modifying the Success Roll using regency Points, though occasionally a lieutenant can use gold to increase the odds.

Domain Action: Realm Spell* Cost: Variable Gold and Regency

The realm spell button allows you or one of your lieutenants to cast powerful magic anywhere you have the proper type and level of holding. Of course, wizard magic requires a source holding, and priest magic needs a temple. Your regent or your first lieutenant will likely have a few realm spells, and you can add others by hiring lieutenants through the domain action, or by forming Alliances with other domains and non-landed characters. Once you achieve an oath of fealty with any non-landed realm or Character, you have access to any lieutenants that might be in their service. It's also worth noting that the higher the Experience level of the spellcaster, the better. A highlevel priest or wizard can affect many more provinces than a less powerful magician. Of course, it costs a little more to Bless six provinces than it does to Bless two, but quite often it's worth it, especially if you've gone to the trouble of cultivating your most valuable assets in one relatively small area.



Wizard Realm Spells

SPELL NAME	Туре	REGENCY SOURCE	SOURCE	LEVEL	GOLD	LEVEL GOLD DURATION	ЕРРЕСТ
Alchemy	Alteration	Special	<i>(C)</i>	-	-	Instant	Each regency Point spent generates one gold Bar. Gold cost is one regardless how much is created.
Death Plague	Necromancy	lxProvLvl	~	√	2	Perm	Reduces province level by one. For every two levels past the fifth, one more adjacent province can be struck. All affected provinces are summed for the cost.
Demagogue	Enchant'nt	Special	W	8	-	Instant	Improves or worsens loyalty of a province by one. For every two levels above the third, one additional province may be affected.
Dispel Rlm. Magic	Abjuration	Special	-			Instant	Counters the effects of any other realm spell. Cost equals the regency spent on the countered Spell (if only one province of several targeted by a multiple province spell, only the protected province's cost is matched).
Legion of the Dead	Necromancy	4	80	_	П	Perm	Wizard can summon one Unit of Skeletons.
Mass Destruction	Invocation	10/Unit	~	ω	V	Instant	Wizard can destroy one enemy unit plus one more per three levels. All target units must be in the same province.



Reduce a castle's fortification level	Regent may gather information in distant provinces	Creates a wizard tower (level One castle) or improves a wizard's tower or castle by one level.	One unit per three experience levels may be summoned. Type depends on wizard level: 1-3 is Goblin Skirmishers; 4-6 is Goblin Wolf-Riders; 7-9 is Gnoll Infantry; 10+ is Skeletons.	May move one unit one province per level. If used against unwilling units, regency cost is doubled.	Enemy units may not enter or leave a province. At level 5, one province may be warded, two at seventh, three at ninth, etc.
Instant F	Instant F	Perm (Perm C	Instant I	Ends at end I of next E domain run.
2 per	~	1	2 per		5 per En
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10/level	10	ν.	5/Unit	4/Unit	5/province
Invocation	Divination	Conj/Summon	Conj/Summon	Alteration	Abjuration
Raze	Scry	Stronghold	Summoning	Transport	Warding



Priest Realm Spells

SPELL NAME	SPHERE	REGENCY	HOLDING	LEVEL	GOLD	REGENCY HOLDING LEVEL GOLD DURATION	EFFECT
Bless Land	All	Special		-	-	1 Turn	During next domain Maintenance, generate maximum Taxes for everything in targeted province.
Bless Army	War, Com.	3 per unit	κ	1	-	Perm	Increase unit's offensive score by 1. One unit per priest's level. All target Units must be in the same province.
Blight	Plant	Special	κ	ϵ	2	1 Turn	During next domain Maintenance, generate minimum Taxes for everything in province.
Dispel Rlm. Magic	Protection	Special	-	_	-	Instant	Counters the effects of any other realm spell. Cost equals the regency spent on the countered Spell (if only one province of several targeted by a multiple province Spell, only the protected province's cost is matched).
Honest Dealing	Charm, Law	3 / Province	ω	\sim	7	End of next domain turn.	Provinces affected may not be the target of Agitate and Espionage Actions. Guild holdings generate minimum taxation per domain turn. Priest affects one province at fifth level, two at seventh, etc.



Domain Action: Trade Route* 1 Gold Bar per Route, Variable Regency

The creation of trade routes is one of the essential survival tactics of the game, providing a constant flow of gold to your coffers for the duration. To instigate Trade between provinces, you must first control a guild holding in a province, which must be of a different terrain type than the province to which the trade route will be constructed. Next, you must have control of both provinces, or at the least, a Permissive Alliance with the domain which controls the one or both of the provinces. Finally, there must be a road connecting the two provinces: It needn't connect directly, but they both have to lie somewhere in the same network of roads. Once you've met all the criteria, you can call up the domain action window, and the Start province—the one where you have the guild holding—will appear on the left-hand side of the box. Click on it, and select the province you'd like to connect with from the list which appears. The value of a trade route, as well as the number of trade routes which a province can support, is determined by the province level: levels 1-3 can support one route, levels 4-6 can support two routes, and any province level 7 and above can support three. The gold collected from a given trade route is a number of bars equal to the average level of the two provinces, rounded up.

Combining Domain Actions

With only four domain actions every turn (three which your regent can perform, and one by your lieutenant), getting things accomplished in the BIRTHRIGHT sim has a lot to do with properly combining those Actions.

Of course, managing your domain isn't something you do in a vacuum: There are constant interruptions to the best-laid plans that often preclude following through with your desired course of action. But the fact that some domain actions rely more on gold than regency and vice versa, means that you'll tend to combine certain Actions out of necessity. Others—such as those surrounding the act of declaring war—are a simple matter of prudence.

Here's a quick look at some of the combinations we've found to be the most functional and beneficial, broken down into two large situational categories: When you have plenty of gold, and, alternatively, when you have plenty of regency.

By consciously attempting to spend one and not the other every two or three turns, you can keep the pendulum swinging back and forth: Your Treasury fills up while





you're expending regency Points, and then you amass a good store of regency Points while you're spending gold. Later in the game, the gold issue pretty much takes care of itself, and it becomes a matter of letting enough regency build up that you can have a significant impact on your domain by expending those precious Points.

Trying not to spend any gold or, alternatively, any regency during a given turn would be silly as well as futile. Just try and be conservative once in a while, and when you finally cut loose you'll have a much bigger impact on the game situation.

Gold Turn Domain Actions

With plenty of gold to spend, and not a lot of regency, we tend to either pick a fight or make a friend. As far as having a significant impact on the game goes, declaring war or performing a Diplomacy Action are easily the two least regency-intensive sequences. Here's how we do each:

Going to War

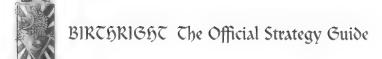
First Action: Declare WarFree Action: Muster troops

 Second Action: Invest conquered province from previous turn and attack enemy

Lieutenant Action: Realm Spell, Fortify, Agitate, or Diplomacy

Third Action: Realm Spell, Fortifiy, Agitate, Diplomacy, or investiture

As noted previously, opinions vary as to whether to declare war on the first or second domain action. We like the first, since it gives you more time to react to any response. You can still wait to move your troops into enemy territory until after the second domain action, and if you have powerful allies, you may even want to invade in two waves: The first of your troops would be a small force intending to draw your allies in behind you with a more sizable army. Your second wave would be your primary invasion force.



A Diplomacy Sequence

Note that, with Diplomacy in mind, you should have cranked your court up to opulent during the previous domain Maintenance phase.

First Action: Diplomacy (Offer gold)

Second Action: Diplomacy (Offer gold)

Lieutenant Action: Diplomacy, Agitate, Fortify

Third Action: Diplomacy, Offer gold, Demand holding

Of course, this sequence assumes that you're pretty far into the game—15 or 20 turns, at least—and have plenty of gold to throw around due to all your nice trade routes and well-developed provinces. Then you simply look around your domain—or perhaps someone else's—and find a holding you'd like to have. In effect, you're trading gold for regency—the regency it took someone else to develop a relatively large holding of some type.

Regency Turn Domain Actions

After a few turns of spending gold, your regency Point total is suitably robust—50, 60, maybe even higher—and it's time to put it to use. Of course, the best thing you can do with regency is to increase your holdings, or the actual level of a province. Here are a couple of examples, both of which tend to be very regency intensive.

Ruling Province Level

- First Action: Rule province level
- Second Action: Non-regency intensive Action (Build Road, Diplomacy, Fortify, Hire lieutenant)
- Lieutenant Action: Rule holdings selectively (No regency Modifier)
- Third Action: Rule province level

This sequence adds two levels of development to the target province, and usually increases your favorite holdings (as a result of the lieutenant Action).



Ruling Holdings

First Action: Create holding
Second Action: Create holding

• Lieutenant Action: Rule holdings selectively (No regency modifier)

Third Action: Rule holdings

This sequence targets certain individual holdings, and assumes that you'd like to create a couple as part of the bargain. If you're lucky, your lieutenant will succeed in rolling the level 0 holdings you just created up to level 1 (it doesn't cost any regency to try) and then you can come along and Rule them up to level 2.

Developing Other Combinations of Domain Actions

Properly combining your domain actions from turn to turn is really just a matter of realizing the expedient way to get things done within the sim mode, and also realizing that your enemies are likely to resist certain actions if given the opportunity.

As you begin to generate a significant amount of gold every turn, it really becomes the regency component that is the limiting factor in which domain actions you choose. Don't overlook the Diplomacy Action when you're hard up for something constructive to do. For 20 Gold Bars, you can probably form a Full Alliance with some powerful priest or Mage. Two or three such Actions, used to fill in the gaps when you can't afford to do anything else for lack of regency, can really pay off in the long term. Again—it's like trading gold for regency, since eventually you'll be able to demand that someone give you a prime holding in return.

The best piece of advice is probably not to become reactionary: Don't let your enemies dictate how you spend your resources by goading you into a certain course of action. Your domain is bound to take some lumps as you play—just try to take little lumps, as opposed to letting your enemies heap insult upon injury. As much as possible you call the shots.



Simulation Mode Walkthroughs

As the ancient Anuireans used to say: There is no substitute for experience. And, as much as we can try to put things into context while pointing out generalities, there really is no substitute for playing the game when it comes to realizing the nuances of the BIRTHRIGHT simulation mode.

The following two examples are intended not as run-of-the-mill games, but rather to show two sides of the same coin: The first, Elinie, is one of the hardest domains on the map due to a variety of circumstances. Thus, the tactics that apply are the high end.

The second game is Talinie, one of the easiest domains. We chose that one because Talinie has just about everything going for it, and so it's easy to set up certain situations and then exploit them for maximum benefit, and things happen so fast that it's easy to see the patterns forming.

The game of Elinie took close to 60 turns to complete, while Talinie took about half that. In the case of Elinie, our domain dips to three provinces before rebounding to a point total of more than 400, but there is never a doubt as to the outcome.

Talinie is certainly a little less dramatic, but it does underscore the proper way to exploit an Alliance, and also how to use some very valuable beginning resources to maximum effect.

Elinie Walkthrough

Since the domain of Elinie is rated a Hard Challenge, we've selected the Medium Difficulty level, meaning that 400 points are required to win. The difference between 400 points (the mid-range Victory Total) and 500 (the high-end) is really just more of the same, so it didn't make much sense to belabor our points.

Since 100 points will be garnered for defeating the Gorgon in combat, the Medium setting is really only demanding that you build your empire to a strength of 300 points through expansion and alliances. That's still a decent challenge for Elinie, which begins the game in a relatively central position on the map, and also shares borders with Markazor, Mhoried, and Ghoere at the outset.

Also, though the recommended style of play for Elinie is Trade due to its position on the map and a variety of terrain types within its borders, there are no guilds functioning under our control, and several of the available slots have been filled by other domains in the area. Having selected the regent with the highest Bloodline Strength, the game begins.



As you begin each new game, go immediately to the units and holdings menu using the left-most of the six buttons at the bottom of the map screen. Toggle on the non-landholding participants, then light up all of the holding buttons—law, guild, temple, and source—so that everything is visible on your map. You may find the swarm of holdings a little overwhelming on initial inspection, but it's better to have them all visible than it is to have someone constructing a huge holding inside your domain without a graphic tip-off.



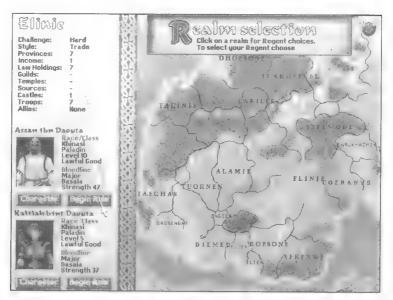
Turn 1: Situational Analysis

Notice that Ghoere begins with several units poised on your common border. You'll want to try and deter them from an early assault if possible, though that's much easier said than done. In addition to their obvious threat of all-out war, Ghoere has managed to achieve source holdings in both Sendouras and Chalsedon along that border, with which they can construct ley lines leading from source holdings in their own provinces. In that way, Ghoere can soon cross your border without having to declare war. You'll also notice that Osoerde, to the south, has a small standing army. It'll make a move on the province of Osoeriene as soon as Ghoere has your full attention, and maybe even sooner than that.

Turn 1: Tactical Advice

Consider that, at this early stage, you literally can't afford to defend yourself from both Ghoere and Osoerde. Since Ghoere begins the game as the local engine of destruction,





As Elinie, our job is going to be hard enough. We choose the regent with the highest Bloodline Strength.

it's prudent to focus on Osoerde in terms of military confrontation. If you were going to try and maintain your borders as they are now, you would certainly have to Contest Ghoere's source holdings within your provinces, since you can't afford to leave the ley line option open to such an aggressive opponent.

Since an early war with Ghoere is a winless proposition, from a practical standpoint, you have to be ready to concede those provinces to the west. And since you're going to take out your frustrations on Osoerde, your northern regions can also be expected to take a pounding.

Instead of simply letting those provinces become spoils of war for your enemies, however, let's bleed them a little, then use them to form an Alliance with Roesone before they're overrun. Roesone has a powerful presence in this corner of the map—with temples almost everywhere you look—and they've got the resources to defend against Ghoere and anyone else who decides to make a land grab. That'll leave Elinie free to focus on Osoerde.

To illustrate our tactics in the extreme, we max out the Taxes on all of our provinces, and also disband all army units except those within Ansien and Osoeriene.



We don't plan on putting up any resistance this turn, and we'd like to afford an opulent court to better facilitate our Diplomacy actions with Roesone.

You'll notice that you gain more gold Bars through severe taxation of your own provinces than you do by Pillaging them, due to their level of development. Pillaging them would detract from your regency total, as well.

Turn 1: domain Actions

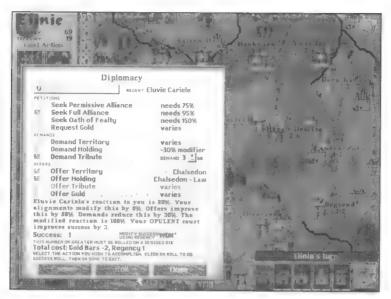
Since time is of the essence, the first domain action is performed by our lieutenant: A Diplomacy action with Coeranys. By divesting ourselves of the Sendouras province entirely (including the law holding), we've achieved a Permissive Alliance, and also picked up Coeranys' level 3 temple in Osoeriene. The total cost is one Gold Bar and one regency Point, and it's still our turn.

The official First domain action, performed by our regent, is to further strengthen the bond with Coeranys, this time sacrificing the province of Chalsedon and its law holding. In exchange, we receive a Full Alliance with a powerful neighbor, and even manage to Demand a small Tribute. The transaction costs one regency Point, and nets



Elinie's lieutenant performs the first domain action, forking over a province on a volatile border.





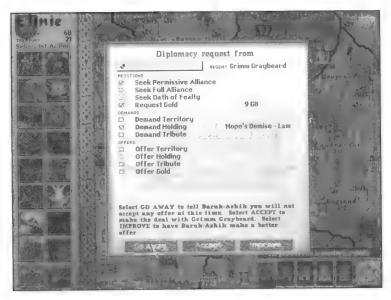
The province of Chalsedon is the next to go—in exchange for a Full Alliance with a very powerful neighbor.

two Gold Bars by way of the Tribute. So, in our first domain action, we've removed the common border with Ghoere, and anyone who wages war on Elinie now also has to deal with Coeranys.

For the second and third domain actions of turn 1, let's continue to unload provinces, this time along our northern border. This may seem extreme until you've played the game a couple of times, and start to realize what serious trouble looks like. In our case, trouble comes with a capital M: A huge army that Markazor (which owes an oath of fealty to Gorgon's Crown) is massing on that northern border. With our opulent court paid for through this turn, it makes sense to milk it for all it's worth, and insert a cushion once more in between our dwindling domain and a very aggressive enemy.

Though we could have opted to create an oath of fealty with Coeranys, there really isn't anything to warrant increasing our Alliance beyond a Full one at this point. We decided to go for the quick cash (15 Gold Bars) in one Diplomatic action, and a healthy 5 Gold Bar Tribute in the next. We won't be making much in the way of taxes next turn, and plan on financing a war with Osoerde.





After our first domain action in turn 1, Baruk-Azhik offers up a truly one-sided Diplomacy Request. Don't feel obliged to make friends when it doesn't suit your needs or interests.

Turn 2: Situational Analysis

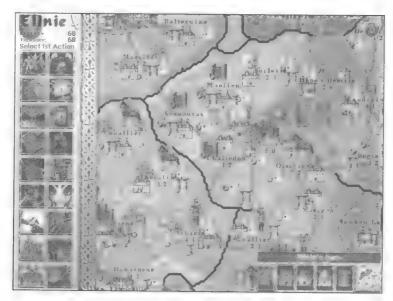
As turn 2 begins, let's count our blessings. Both Ghoere and Markazor have been kept at bay due to our dealings with Coeranys. Our allies have even begun to fortify the provinces we've given them through Diplomacy, which should further impede the enemies' advance. You can even assume that Ghoere has tried to use its ley line troop movement technique on Coeranys, and that a quick dose of dispel magic, or an outright challenge using Coeranys' own regency thwarted that plan.

As Elinie, we're sitting on a big chunk of gold, the better to wage war with, and we've yet to expend anything significant in the way of regency (which is a good thing, since we're not generating much right now). We may be small, but we're dangerous, and we've bought some breathing room.

Turn 2: Tactical Advice

Having maintained our Taxes at severe, and dialed back our court to Minimal, it's about time to raise an army with Osoerde in mind. Before declaring war, however, this





The situation early in the game appears dire. Actually, Elinie is quite secure, despite consisting of only three provinces. Coeranys is Fortifying the provinces we gave to them, and stands ready to defend against Ghoere.

is a good time to address some housekeeping issues—namely, the source holding that Ghoere is hoping we won't notice in Osoeriene. With only three provinces under our control at the beginning of turn 2, we can't afford to let the neighborhood bully kick in the back door, whether it's by slapping down a ley line and casting magic, or using that source holding as a means of Contesting Elinie's own holdings within that province. It would also be nice to establish our own source holding, if for no other reason than that we don't have any access to magical power right now, and you never know when you might need to use Warding to keep an invading army at bay.

Turn 2: Domain Actions

Our first domain action is to Contest Ghoere's source holding in Osoeriene. Using a lieutenant doesn't guarantee success, so our regent will have to take care of business himself. In fact, we'll destroy Ghoere's source holding by Contesting it twice, and then establish our own. Since we're going to war in that direction soon, it's a prudent thing to do. We'll also establish a guild holding in Ansien, since it's the most developed of



Contesting Ghoere's source holding might be a regency-intensive exercise if it wasn't for a small loophole where such actions are concerned: If your opponent is modifying the Success roll to a huge degree, simply cancel out of the Action, and retry it. Eventually, you'll find the opponent offers up little or no resistance to your Contest, and your own regency expenditure is greatly reduced.



our three provinces. We'll have to weed out the level 5 guild controlled by Points East Trading in our next turn while we're Warring with Osoerde.

Turn 3: Situational Analysis

With Coeranys Fortifying like a fiend to our north and west, it's time to rattle Osoerde's cage a little. We'd also like to begin increasing our own holdings within our provinces, with an eye on generating more gold and regency. Though we haven't been spending much to accomplish our goals, we'll need to begin thinking more about self-sufficiency now that we've divested more than half our original starting provinces.

Turn 3: Tactical Advice

In addition to hammering away at Osoerde, we'll begin to focus on the guild in Ansien. We'll also keep an eye on the lieutenants which become available, just in case a high-level priest or wizard wanders through town. Also, knowing that we're going to war with Osoerde, we can count on Coeranys to join the cause. This, of course, is a good thing in that it's nice to have the help, but we also need to be careful that we don't allow them to swoop in and Invest all the best provinces. We definitely want Moriel for ourselves, since it's the most highly developed, and Spiritsend looks particularly enticing, since it has six open source holding slots.



Incidentally, we're hanging on to the province of Hope's Demise for the time being, simply because we can. The Second Swamp Mage controls the level (5) source holding there, and right now it's hard to say whether we'd rather make friends to get our hands on it, or gain it through Contesting. Perhaps we'll even make friends and then leave that source to her: She's bound to help us out from time to time if we do. The Second Swamp Mage controls a bunch of source holdings in this area, and it's probably a good idea not to slap her around until we command a little more respect ourselves.



Turn 3: Domain Actions

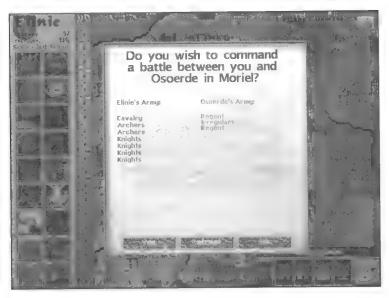
Our first domain action is to contest the level 5 guild controlled by Points East Trading in Ansien. We're going to want those slots for an Elinie guild very soon. After that, it's time for our date with Osoerde. Our declaration of war in turn 2 sends Coeranys into battle before we've even mustered an army, softening up the opposition considerably.

Our lieutenant then acts on our behalf to establish a trade route between Ansien and Ruorven (in Coeranys). Finally, with our third action, the good citizens of Elinie welcome the 13th level priest Rhobher Nichaleir to their ranks from the lieutenants' roster. After that, it's time for a little battlefield action. Though we have a definite size advantage over the army in Moriel, we'll choose to fight them ourselves as opposed to letting the computer judge the outcome. In that way, we can hopefully keep their regent unit from retreating out of harm's way. It doesn't always work out, but there's virtually no chance of that happening if the computer is running the show: Osoerde's





Coeranys leads the charge into Osoerde.



Time for a little battlefield action—the better to control our own destiny.



regent will retreat as soon as the going gets tough, and our nice big army will get stuck in Siege. Better to try and maneuver around those regent units manually, and perhaps gain a decisive victory.

Off to War

Since this is our first war, let's take a minute to examine the Mustering and troop movement process. As with any battle campaign, there are various ways to achieve the desired end, but it pays to move your troops in with some forethought. Also, before you hit the domain actions button to begin the next turn, evaluate all the armies in the area, and make sure you want to continue paying for the forces you've sent into Osoerde, as opposed to disbanding them and Mustering others. As a prime example—we're going to use a big army to lay Siege to the castle in Moriel. That's where the regent is, and it's definitely a province we want for ourselves. But the castle is level 4, and we're not going to want our big, expensive army to get stuck in a Siege if, for instance, Ghoere decides to crash our party. So, staying flexible, let's:

- Muster Knights (5 Units) in Ansien.
- Muster Archers (3 Units) in Osoeriene.
- Muster a small army (Infantry and Archers) in Hope's Demise.

We'll use the small army from Hope's Demise to occupy Osoerde's Unit of Irregulars in Ghalliere, and move the rest of our forces into Moergen. Assuming there's no immediate resistance in Moergen, we'll leave a couple of units there, and push the bulk of our forces through to the castle at Moriel.

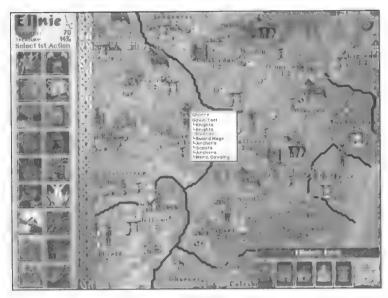
Turn 4: Situational Analysis

Having successfully invaded Osoerde, and finding little in the way of resistance, we're more concerned right now with what Ghoere is up to: They've got a decent army, including their regent and a powerful wizard, sitting on one of Osoerde's borders. With one eye on Ghoere, then, we'll begin to Invest in Osoerde's provinces.

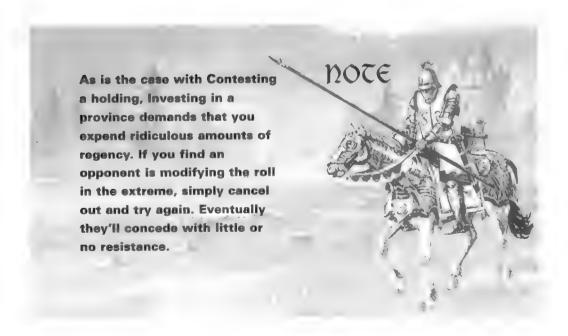
Turn 4: Tactical Advice

With the castle at Moriel under siege, and a decent army committed to that task, this turn it's prudent to bide our time. We can Invest in Moergen, but claiming Ghalliere might lead to all sorts of nastiness. Ghoere probably won't attack us there as long as the province still belongs to Osoerde, but Investing it would be an open invitation to





Ghoere waits on the sidelines as we begin our assault on Osoerde.





a much larger war. Also, since Chimaeron has chosen to attack our ally Coeranys from the opposite direction, we're not going to be able to count on them for undivided support. With a firm foothold in Osoerde, let's take Moergen, and then tend to other matters while we see if someone else doesn't make a first move.

Turn 4: Domain Actions

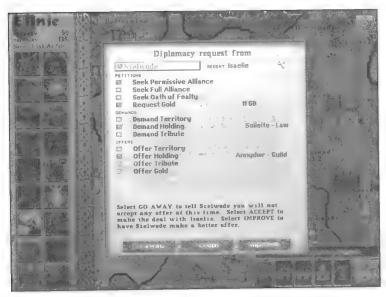
Our first domain action is to Invest in Moergen, actually expanding our domain for the first time—what a concept.

Our second domain action is to Contest the guild that Points East Trading controls in Ansien for the second time, destroying it. There are now five open slots in Ansien for us to fill, and we've already got a guild established from a previous turn. Our lieutenant then casts the spell Bless Land from the province of Osoeriene, also

Subsequent to our investiture, Sielwode comes calling with a Diplomatic overture. Though it's a tough decision to part with a big chunk of gold right now, the rest of the deal is too good to pass up: For starters, we'll be on friendly terms with Sielwode, a major player. In return for a law holding in Soileite, one of the provinces we gave to Coeranys, we'll gain a guild somewhere in Sielwode. Though there's no way to tell if the guild itself is a sizable establishment or a little shack in the woods, we can assume that it is in the woods, since that's entirely what Sielwode's domain is comprised of. That'll make it a ready trade route candidate very soon, and hopefully we can recoup the up-front cost in the very near future. Done deal.







Though not a great deal, Sielwode can be a powerful ally, and we jump at the chance to have it on our side early in the game. The holding it wants is of little use to us, and we have gold to spare.

affecting the adjacent provinces of Ansien and Moergen. That'll help us to gain us some of that gold back that we gave to Sielwode. For the final regent domain action, we opted to increase the level of our guild in Ansien. Eventually we'd like that province to support several trade routes, and this was a good time to lock up as many of the guild slots as possible: There's nothing else demanding our attention, and the Gold Bar supply has dwindled.

Turn 5: Tactical Analysis

A flurry of battles concluded the previous turn, with single units of troops from Osoerde attacking almost all of the Elinie armies. In fact, even Coeranys attacked us at Ansien: Apparently we stepped on their toes in some way. It's even possible that Osoerde paid them off to give us some grief. Still, we begin the turn in relatively good position, as the Bless Land spell helped to fill our depleted coffers.

Turn 5: Tactical Advice

Though we need to move aggressively to add Osoerde's provinces to our own, we also need to display caution in terms of overextending our available resources. We also have to keep one eye on Coeranys. Whatever set it off before could likely set it off again, especially since all we've been up to is fighting with Osoerde, and we intend to keep doing that. It's interesting to note that Baruk-Azhik has taken over the province of Bogsend from Coeranys. Remember—we spurned one of Baruk's Diplomacy requests earlier. Perhaps they were responsible for Coeranys' sudden animosity. Whatever the case may be, we must look ripe for conquering. In fact, in this corner of the map, we're definitely clinging to the lowest rung of the ladder. Still, we're clinging by design, and it's about time to start our rise to the top.

Turn 5: Domain Actions

We begin by mustering a couple of units of troops in Ansien, just to secure that position. One each of Elite Infantry and Archers should do the trick. Our first official action is to Invest in Moriel, and our second is to declare war once more upon Osoerde. We'd like to move troops into as many of its provinces as we can very soon, and it'd also be nice to know if that's what set Coeranys off in the previous turn. (It turns out that it wasn't, apparently, but Coeranys' army in the vicinity is still a little nervewracking.)

Our lieutenant then attempts to create a law holding in Moriel, to no avail. With our third and final regent domain action, we bump up the guild level in Ansien yet again, before going to battle with Osoerde in Spiritsend.

Get the Idea?

Though Elinie's rise to power is far from over (and, some might argue, still a questionable occurrence), hopefully you're beginning to get the idea. It's really just a matter of keeping an eye on all of the different elements in your vicinity of Anuire, and identifying concrete goals that advance your domain's power, yet don't leave you so over-extended that you can't react swiftly if someone decides you're ripe for conquering.

For the remainder of this game, then, we'll go with a more condensed form of synopsis: Summarizing every five turns in terms of the significant events, and also noting anything that happens which might be worth a vicarious learning experience.



Turns 6-10: Summary and Analysis

As turn 6 began, Baruk-Azhik suddenly decided to make its intentions clear, slicing through Coeranys and attacking Hope's Demise and Ansien. The attacks were successfully repelled, and we still found time to Invest in both the Sunken Lands and Spiritsend. Our priest also Blessed most of the countryside once again, increasing Gold Bar production for what looks like a protracted war with the Dwarves. Though it's tempting to re-focus our attention to those northern Mountains, we really can't afford to abandon our conquest of Osoerde entirely, especially with the end in sight.

Turn 7

Baruk-Azhik continues to press the issue, so much so that we trade the province of Hope's Demise to Sielwode in exchange for a Full Alliance. That forces the Dwarven horde to advance through a relatively narrow corridor of provinces in order to reach our domain—a corridor that's flanked by our allies Sielwode and Coeranys. The righteous armies of Elinie continue to assault the last vestiges of Osoerde in the south, with massive support from Coeranys.

Turn 8

With our first domain action of turn 8, we declare war on Baruk-Azhik. Both Sielwode and Coeranys converge on the Dwarves from either side, with devastating results, and we decide it's finally time to Invest in Ghalliere, though Ghoere has refused to move a sizable army from that border. . . . Hey—no guts, no glory. Coeranys Invests another of Osoerde's provinces before marching off with its massive army, leaving Osoerde only the puny province of Brothendar to call its own—the fact that we have a small army already stationed in Brothendar does not bode well for the future of Osoerde.

Turn 9

As Osoerde succumbs, Ghoere makes its move, crashing through the western front and attacking the provinces we had so prudently bestowed upon Coeranys as the game began. Sielwode has its hands full with Gorgon's Crown already—not a good sign—but at least Coeranys has dealt harshly with Baruk-Azhik. To try and shift our allies' attention to Ghoere, we declare war as our second domain action, though we have no real intention of assaulting the evil armies with Elinie troops. In addition, we Contest and destroy a guild holding of Ghoere's in Ghalliere.

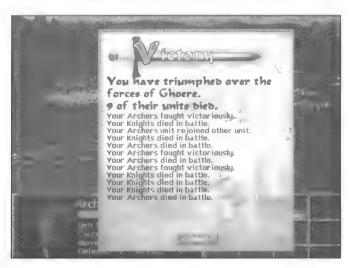


Turn 10

Ghoere begins the turn by sending a small distractive force into Brothendar, while simultaneously massing a huge army in Chalsedon—a province recently Invested from Coeranys that neighbors Ansien. We counter with a small army of Infantry and



Our first big battle . . .



. . . is also Ghoere's first big defeat.



Archers for Brothendar, and a massive contingent of Knights and Archers to hold down the fort in Ansien. Our first domain action is to declare war on Ghoere. Unfortunately, Sielwode is preoccupied with agents of Gorgon's Crown, and Diemed, of all domains, chooses this time to declare war on Coeranys. The battle at Brothendar goes very well—so much so that we decide to pursue the fleeing army into the province of Bellam nearby. Feeling cocky, we send our mob of Knights and Archers into Chalsedon to attack Ghoere's primary force. Following another complete annihilation of Ghoere's forces in Bellam, we choose to retreat instead of engaging an arriving force from Roesone. Then it's time for the showdown with Ghoere in Chalsedon. Elinie prevails, but not by much. Coeranys pursues it while we lick our wounds . . . er, that is, celebrate mightily.

Turns 11-15

Turn 11

With the threat of invasion by Ghoere temporarily stifled, turn 11 was used exclusively for the establishment of two temples, which we then Ruled to level 1. The rationale there is that our regent is a Paladin, and we need those temples to generate some



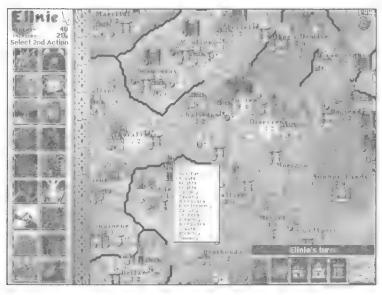
Elinie clings to the map after 10 turns.



regency as we begin to focus more on political power plays, and, hopefully, less on military ones for a while. Also, we had the 13th level priest Bless our provinces of Ansien and Osoeriene yet again, to help generate some more gold.

Turn 12

As turn 12 begins, Ghoere is at it once again, driving a large army into the province of Achiese, which Coeranys had Invested from them following the recent conflict. Since Coeranys already has a small army stationed in Achiese, and an even bigger one on standby in Bogsend, we decided to let them worry about Ghoere for the time being, though we did dispatch two Units of Archers to the province of Ghalliere to slow any forthcoming incursion. Despite the impending invasion, we went ahead and established two more temples, and had our lieutenant Rule all four of them, in addition to some low-level law holdings. For our third domain action, we Contested (and thus destroyed) a 0-level guild that Ghoere had established previously in Brothendar, one of our southern-most provinces. It's also worth noting that Sielwode has been absorbing some punishment to the north, while Coeranys is now taking flak from Diemed (of all domains) and Roesone, as well as Ghoere.



Here comes Ghoere once again.



note

By turn 12, the Alliances throughout Anuire have become complex, as you can see from the report screen. Of interest is the fact that Sielwode, one of our Full Allies, owes an oath of fealty to both Tuarhievel and Dhoesone, which are themselves involved with several other domains. That will make preserving our relationship with Sielwode very iffy in the long run, and we'll have to be careful not to attack anyone if Sielwode happens to have an army within our borders, lest they turn against us. Better news is that Coeranys has chosen to throw their lot in with Elinie almost exclusively. Wise domain, that Coeranys. . . . Right now, Tuarhievel is the obvious champ in terms of number of Alliances, but Roesone's relationships may prove to be more fruitful in the long run: Their roster, though smaller, boasts some impressive names.



a look at the Alliances report Screen a short ways into the game

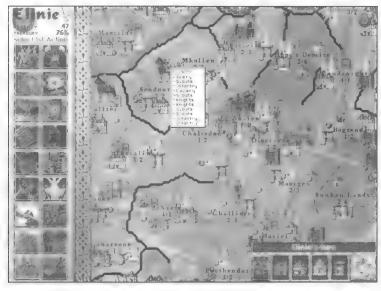


Turn 13

Turn 13 went quickly, as Coeranys has managed to force Ghoere out of the province of Achiese, and there's nothing else in the way of immediate threat in our corner of the map. We opted to create both a temple and a guild in Moriel, had our lieutenant attempt to Rule every one of our various holdings, and then used our third domain action to establish a trade route between Moriel and Ruorven, in Coeranys. Finally, we're reaching a point of real self-sufficiency in terms of generating both gold and regency.

Curn 14

Turn 14 was another quicky, as our enemies seem content to move around us for the time-being. We probably won't have that luxury much longer, as Roesone has managed to gain control of both Sendouras and Mholien—provinces we had previously given to Coeranys. Additionally, Mur-Kilad has claimed Hope's Demise from Sielwode, though they've been content to just sit on it. In fact, it's only one of three provinces under Mur-Kilad's control, the others being the oft-conquered duo Falling Rock and Crushing Rock. As the map swirls around our borders, the citizens of Elin-



Another new enemy—Roesone, which has ties to Ghoere, moves into the neighborhood in a big way.

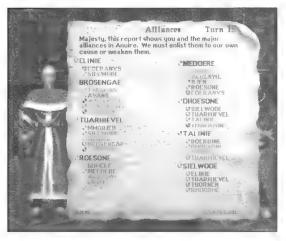


ie remain content to increase the stature of temples and guilds, and also add another trade route: This time between Moriel and Bogsend. In addition, we've begun fortifications at Osoeriene and also Moriel. Perhaps one more turn of laying low, and then we'll use some of that Treasury to raise an army, and mop up some of the lesser powers in the area. Roesone and Mur-Kilad certainly have to go, though Roesone, with the vast majority of its provinces to our south, will likely try and divide our attention when it comes time for us to reclaim Sendouras and Mholien.

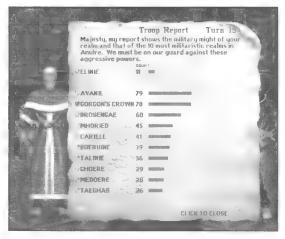
Turn 15

As the fifteenth turn begins, we notice that Brosengae has established a small source holding in Moriel. Though it distracts from more important duties, we simply can't allow that kind of transgression: There's certainly no reason for them to want a source holding there, unless it's to devastate our entire domain with some nasty magic. With our first domain action, we Contest the holding, and sure enough they put up far too much resistance, and send an Assassin to do dirty work in Osoeriene. We'll wait until next turn to destroy the source holding. Brosengae won't be able to use it against us in the meantime. To make sure our coffers are full for any upcoming battles, we have our priest Bless a good portion of the countryside, and then Rule up some of our temples and guilds.

Turns 16-20



the Alliances screen as of turn 15



the troop report; turn 15





Elinie is already solidly in the middle of the pack in terms of realm Strength.

Since the next five turns are likely to be aggressive ones for Elinie, it makes sense to look at both the Alliances and troop reports before we go making enemies. The news is not particularly good. We'll probably be dealing with Roesone and Ghoere most immediately, and they've formed an Alliance that also includes Aerenwe and Diemed, both of which are relatively active in our area. At least Brosengae and Avanil, the two most impressive military powers on the map excluding the Gorgon himself, don't have a good foothold nearby. Yet. And though we've maintained only two Alliances ourselves, we're solidly in the middle of the pack in terms of realm Strength. It's about time to flex some of our muscle.

Turn 16

Sitting on a huge chunk of gold, we decide to go on the aggressive in turn 16, but just who should feel the brunt of our wrath is a quandary. Upon analysis Roesone seems the likely candidate, since we can't afford to let them expand on our northern border, and Coeranys has a large standing army to the south that should absorb any punishment from that direction. After Declaring war on Roesone, Ghoere obliges by mov-





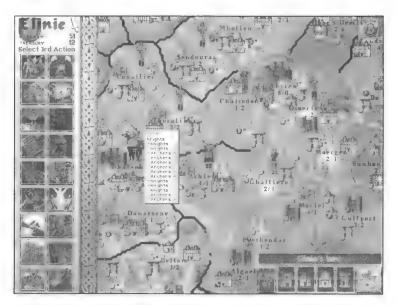
Ghoere gets thumped hard in Achiese.

ing two large armies into Achiese, a province still owned by Coeranys. We thus opt to split our forces, sending two large contingents of Knights and Archers into the northern provinces, and an even larger force comprised of Archers, Knights, and Elite Infantry into Achiese to deal with Ghoere. Our domain actions include—in addition to the war declaration—Blessing several provinces and also establishing yet another trade route. The turn ends with Elinie's forces thumping Ghoere hard in Achiese, destroying the majority of Ghoere's standing army, and no resistance at all in Roesone's provinces of Sendouras and Mholien.

Turn 17

With Ghoere on the run, we decide to press the issue, paying our armies despite the high cost and then declaring war with our first domain action. Ghoere has retreated its remaining forces to a position between our divided forces—the province of Thoralinar—and we plan on making them regret their tactical blunder. After Declaring war, we Invest the province of Mholien, and then get the surprising news that Brosengae has fallen. It turns out that, despite their impressive military might, they had





Big bad Ghoere is officially on the run.

secured very little in the way of provinces, and were thus overrun quickly by other domains which realized the opportunity. After decimating the Ghoere forces once more, we combine what's left of our own units, Muster some more, and continue the chase—this time to Ghoere's seat of power, the province of Bhalaene. Additionally, we send small detachments of Archers and Elite Infantry to pour across Ghoere and occupy the provinces of Chalsedon, Conallier, and Danaroene. Half of Ghoere, effectively, is suddenly occupied by Elinie troops. Our remaining domain actions are used to Bless Land once more, and also to establish another trade route, this one between the Sunken Lands and Ansien.

Turn 18

Having driven Ghoere out of Bhalaene at the end of the previous turn, the neighborhood bully is on the ropes. We begin by reclaiming the province of Sendouras from Roesone (through the rite of investiture). We then Invest Thoralinar away from Ghoere, following that up with a lieutenant domain action to pump up the loyalty in both Ansien and Osoeriene. Finally, we Invest Conallier.



Turn 19

Ah, how sweet it is. It seems like only 10 turns ago when we were getting trampled, and now it's time to Invest Bhalaene away from Ghoere. That's life (and death) in Anuire. Following the investiture, we re-declare war on Ghoere, and continue to press the issue, while our lieutenant begins fortifications in the northern-most provinces of Mholien, Sendouras, and Conallier. Ghoere continues to throw small groups of units at us, but we've been careful to make sure that even our smaller forces are well-bal-anced—usually one Unit of Elite Infantry and two Units of Archers. Since Ghoere is now desperate to stop our advance, we often have the initiative when it comes to choosing terrain, and that gives us an even bigger advantage. By the end of turn 19, Ghoere's regent has fled his country, crossing the border into Roesone in a panic. As an added bonus, the cinematic displaying the enraged Gorgon plays between the 19th and 20th turns, as if to emphasize our recent advances.



Ghoere's wayward regent, Gavin Tael, can only watch from a distance as we overrun his prized province of Bhalaene.



Turn 20

With Ghoere no longer a threat, turn 20 is a happy time in the Domain of Elinie. We Invested Danaroene, Ruled some holdings, and also established a trade route from the conquered province of Bhalaene to our own seat of power in Ansien. The ball is definitely rolling for Elinie now, and hopefully it's all downhill to our date with the Gorgon.

Turns 21-25

With Roesone trying vainly to take up the slack for the humbled Domain of Ghoere, turns 21-25 saw increased indignities heaped upon our foes. The 22nd turn saw the forces of Elinie take occupation of the last two of Ghoere's provinces—or so we thought—while an assassin sought out Ghoere's regent, cowering in the Roesone province of Fairfield. Though he whimpered and pleaded for mercy, he was shown none. . . .

It was only after Investing the province of Ghiere that we discovered that one last stronghold of Ghoere's remained: Somehow, in the confusion, it had managed to seize control of Ilien. A disheartening occurrence, if only from the standpoint that our much-anticipated moment of glory was put on hold. Now we would turn our attentions in that direction—to the south, through Spiderfell and on into Roesone, eager to sidestep and rid Anuire of Ghoere once and for all.



Ghoere's regent goes out ingloriously.



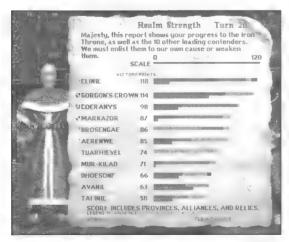
It turns out that Aerenwe, clinging to the southeastern corner of the map, made the bad choice of Roesone as an ally, but it seemed to realize an impending demise when it saw one. Continuing to dismantle Roesone, Aerenwe extends several opportunities to be our friend, instead, offering up a temple in one of its provinces in exchange for one of our own inconsequential law holdings. That's not a bad deal, since the temple serves our character class, and making friends with Aerenwe spares us the tedious task of cleaning out their domain by use of force.

At this point in the game, having secured our position as a power to be reckoned with, we'd rather take the easy way out, and cultivate Alliances whenever possible. As Elinie prepares to go looking for the Gorgon (currently massing a huge collection of armies to the north), it'll be a simple matter to bump all of our Alliances up to oaths of fealty, and put us within 100 points of our victory total. Since we're going to get 100 points when we thrash the Gorgon on the battlefield, victory will soon be within reach.

As we continue to wage war on Roesone and then the last province of Ghoere, we also expend some of our impressive Treasury total to construct a network of Roads through our provinces, the better to facilitate troop movement and also any future trade routes we may deem to install.

Turns 26-30

As soon as we're adjacent to the province of Ilien—the beginning of turn 27—it's time to declare war on Ghoere. It's managed to Muster a sizable army, but it's a



Following turn 26, we take a moment to revel in our glory.



Ghoere makes its last stand in Ilien.



note

At this point in the game—between turns 26 and 30—we're paying a massive standing army throughout our domain, much of it comprised of expensive Knights, Cavalry, and Elite Infantry Units that have been left over from the days when everyone was picking on us. We can easily afford such an outlay, but it's prudent to begin scaling back as we target our infrastructure, Building Roads and Fortifying with castles. The thing about castles is that, though they serve to keep any advancing army locked within a province (in Siege), they don't offer anything in the way of an "early warning" system. And though the game notifies you when troops move into a province you control, it really isn't economically feasible to Fortify every province in a large domain: There's a tremendous outlay of gold to build such fortifications, and you continue to pay for each castle, turn after turn. Consider Fortifying only those provinces which are positioned on volatile borders, or provinces which you have gone to pains to develop, then station small armies in every province to keep marauding bands of Monsters from Investing away land if you become otherwise occupied. Two Units of Infantry and one of Archers is sufficient to destroy any single-unit Monster incursion, and the price-3 GB per turn-is easy to discount once you've established a relatively vast network of trade routes.

rag-tag lot, and we're pushing around Elite Infantry and Archers almost exclusively by now, mixing in some Knights and Cavalry whenever the mood strikes. Though Ghoere's army boasts several different unit types which possess ranged attacks—Irregulars and Scouts—our Elite Infantry should be able to close the gap, and hammer away while our skilled Archers wait to pick off the remnants.

Turns 31-45

With Ghoere and Roesone off the map (having fallen into our hands like overripe fruit, as it were), the source of most of the immediate hostility towards Elinie has been removed.





The view from above shows how Elinie has grown.

It turns out Diemed takes objection to our thumping of Roesone, and attacks along that western front as we fight towards the southern coast. But they have nothing appreciable in the way of military strength, and we consume their provinces even faster than we overran Roesone.

That's something you'll notice as your own domain reaches a certain size: There's a kind of critical mass that is achieved—basically, the point where you no longer fear any other power on the map coming along and making a significant dent in your own domain. After that threshold is crossed, your own turns become a mixture of establishing the holdings which best suit your needs, and slapping back any domain foolish enough to incur your wrath.

In the case of Elinie, that means primarily establishing temples and guilds. temples, for our high priest to better Bless the surrounding countryside and thus fatten our Treasury, and guilds, so that we have a steady stream of commerce filling our coffers turn after turn.

We also establish law holdings in each of the well-developed provinces, so that we can Tax them severely without the loyalty being adversely affected.

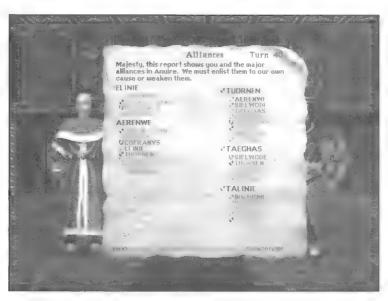
With the excess of gold in our Treasury, we spiderweb our domain with roads, the better to support troop movement and also to facilitate trade routes. We also begin to



Fortify heavily, first along our borders and in the most highly developed provinces, and then throughout the entire domain. This allows us to scale back our standing armies to a single Unit of Infantry in each province, which serves the purpose of alerting us to an enemy presence should we become pre-occupied. Though any such transgressors—with the exception of roving bands of Monsters—will usually make short work of the Infantry Unit, they'll be unable to Invest the invaded province due to the presence of the castle, and it's a simple matter to muster a large enough army to thwart any invasion on a moment's notice.

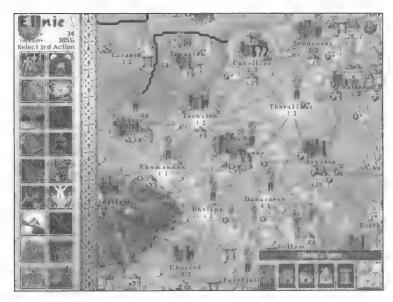
Additionally, to add to our domain's point total, we seek oaths of fealty from all of our allies. By the 40th turn of the game, that includes Aerenwe, Baruk-Azhik, Coeranys, and Sielwode. Though they have relatively small collections of provinces when compared to our own, they maintain those provinces with only occasional assistance.

If we were going for the upper limit of the point total (500 as opposed to 300), we would probably consider over-running the weaker of our allies, simply because we can manage those provinces as well as they can, and a weak ally late in the game tends to distract you from more important things. As a case in point—very late in the game, Aerenwe has allowed a single Unit of Skeletons to Invest one of its provinces. That's a bad sign. If one of our allies can't shake off a Unit of Skeletons, it's probably not worth



Our alliances as of turn 40 are all oaths of fealty.





The Blessed area around Bhalaene.

our allegiance. Further, if we needed a magical power base, or wanted to construct more trade routes, the forests of Aerenwe would be hard to leave to such an unworthy owner.

As it is, we really don't need to spend the time and regency Investing all of those provinces, though we will go so far as to take the province away from the Monsters. No sense in letting them rampage through Aerenwe when it's such a simple matter to remove them, and gain a healthy slice of prime forest for the trouble.

As we begin to brace for our assault on the Gorgon, it also behooves us to check the standing of the remaining domains in Anuire, just to make sure there aren't any which are particularly easy targets. Those would be any domains with a relative handful of provinces under their control, and no strong allies that will engage us in a protracted conflict when we'd rather be ascending the throne.

Again, if we needed to increase our point total further, those would be the most likely candidates for an Elinie invasion, especially if they were clinging to any well-developed provinces. That's often the case when a domain has been taking heat from its neighbors: They tend to give up the "scrap" provinces much easier than the ones which have been developed to level 5 or 6, and those would make valuable additions to our own domain.

Of the domains remaining on the map, only Avanil seems to want to pick a fight with us, and that's simply because we happen to be in the neighborhood. By fortifying the provinces we





The well-fortified land of Elinie is just about ready for the Gorgon himself.

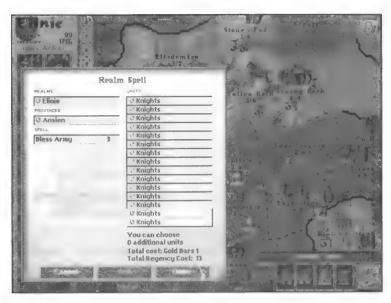
took from Diemed which border Avanil, and stationing small armies there, we can rest assured that eventually they'll find someone else to target. (Though, just to jerk them around, we barter for a temple holding in the City of Anuire which Sielwode held, and Blight the whole area whenever they get uppity. Try raising an army now, punks.)

Hunting the Gorgon

Once you approach 100 points of your game-winning total, it's time to turn your attentions to the north, and the Gorgon himself. Though the big guy has probably encroached somewhat on the domains near the top of the map, he generally stays near the center of his own domain, choosing to wreak havoc indirectly through his allies.

That means that you'll have some fighting to do before you can actually confront your arch nemesis, which is a mixed blessing. You can count on expending a large chunk of gold before you even get close to the Gorgon, but you can also count on adding 50 or 60 points to your total by virtue of conquering provinces with which the Gorgon is allied. Notice that, even though we set out to play the game to the lowest possible victory point total, we actually eclipsed the medium difficulty mark of 400 points when all was said and done, just because of the provinces we conquered en route.





Blessed should be the Knights that ride off to battle the forces of the Gorgon.



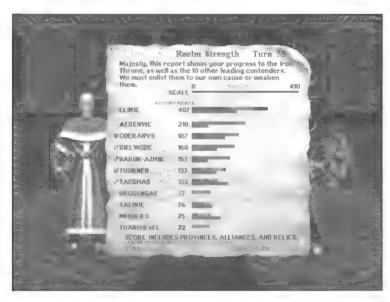
The showdown is at hand.



The Gorgon favors huge armies of Skeletons to do his bidding, and it's no wonder. Skeletons are terrible foes to face on a battlefield, strong in melee and resistant to all but magical Routings.

You'll find that Knights probably work best against Skeleton Units, due to their own high melee number and their ability to charge an opponent. Further, you'll find that letting the computer resolve your battles adds to the chances of overall success: Since all you're doing is matching Skeleton Units against Knight Units, commanding the battle doesn't take much in the way of tactical brilliance, and the computer-guided forces are certain to take full advantage of the Knights' potential to inflict damage via the Charge. The Charge component is the equalizer when it comes to Knights versus Skeletons, and only by letting the computer resolve the conflict can you be sure to get that bonus whenever possible. Of course, you'll probably want to command a battle or two yourself, just to see the Gorgon in action up close, but don't be surprised and discouraged if his Skeletons mow your Knights hard in that mode.

Additionally, it behooves you to Bless your troops before sending them into battle, just to gain whatever edge you can. Stop your army of Knights in a province with at least a level 3 temple, and use the highest priest among your lieutenants to perform the rite, thereby Blessing as many units as possible. Make sure that you have an unob-



Beating the Big Guy puts the domain of Elinie into the winner's circle.



structed path to the Gorgon before going to that trouble, of course: That means that there are no enemy units waiting to tie up your army between you and the Gorgon, taking into account that sometimes impassable terrain will force you through a province that doesn't appear at first glance to be part of the direct route. Go so far as to test the route out with a small army before moving your major force, or you may be in for a rude sidetrack.

Talinie

Now that you have the basic idea in some detail, let's consider another domain—Talinie, to be specific—that relies more on wizardry to get the job done.

You'll see that many of the situations are analogous to what you experience when using temple as a primary means of magic, but that there are also some considerations with regard to source holdings that are entirely unique.

Talinie begins with a good cross-section of holdings, and also enjoys a relatively secure position on the map: Deep in the forests, with little threat of immediate hostility as the game gets underway.

To further accentuate the use of magical power, we've selected the 10th level wizard as regent. Some more pertinent observations as the game begins:

- Unlike the regent in the previous exploration of Elinie, this one has a relatively low Bloodline Number. That means that whenever we amass a large chunk of regency Points, and don't plan on expending much in the next turn, it's prudent to spend the regency to pump up the Bloodline Strength. (That need isn't quite so dramatic with Talinie, since you'll find that a game which is considered an Easy Challenge doesn't task you very severely when it comes to resource management.)
- We have no guild holdings as the game begins.
- We have several law holdings, allowing us to immediately max out the taxation rates on almost every province without incurring a loyalty penalty.
- Boeruine, our neighbor to the south, begins as an ally, and we have several temple holdings in their domain.

As the game begins, we'll focus on establishing a small trading network, so that we don't have to worry about scrimping for gold when we want to start raising armies. There are two simple ways to get some trade routes functioning, both of which utilize our ally Boeruine.



A Case Study: Taking Full Advantage of an Alliance

First, we can create our own guild, in our most developed province—Lindholme—and connect that province to Boeruine's own network of Roads. After that, instead of opening up a trade route between Lindholme and Seaport (the only province we own with a different terrain type from all the others), we can opt to trade with one of Boeruine's highly developed coastal provinces. We'll begin to generate a good chunk of change right away, and we won't have to spend any regency Points to develop Seaport.

We can also instigate Diplomacy with Boeruine, and swap one of our lesser temple holdings (which we currently have in their domain) for one of Boeruine's own highly developed guilds. In that way, we suddenly have several slots available to create trade routes from, and we've lost nothing appreciable in the way of our own holdings. In fact, we've increased the status of our Alliance with Boeruine as part of the bargain, simply by forking over a relatively small amount of gold at the same time we do the deal.

note

The nature of the early Diplomacy dealings between Talinie and Boeruine is worth emphasizing, since the circumstance is quite common whenever you have an ally as the game begins. With the percentages already in your favor—and an opulent court providing further leverage—you can swap low-level holdings of your own for well-developed holdings of your ally. The game doesn't differentiate between holdings with regard to the Diplomacy Action, though it's easy to see that some are more valuable than others. Of course, you want to make sure that the holding you trade for is relatively secure—that is, that it doesn't happen to be in a province which lies on a volatile border. Also, it's preferable to trade away a holding of your own that isn't within one of your own provinces, and temples are probably the best. The reason is that owning a low-level temple in an ally's domain serves virtually no purposes, and, even if temples happen to generate regency for your character class, a low-level temple generates virtually none.





By taking advantage of the alliance we begin with, Talinie is able to quickly install valuable trade routes.

Using the Ley Line for Invasion

So as we begin to generate gold at a much better clip than our neighbors (it's still very early in the game, after all), we can look around for someone to pick on. The Five Peaks is a likely candidate—actually, it's the most likely candidate on the map.

The Five Peaks' provinces are pitifully under-developed, meaning they'll have a hard time Mustering anything in the way of troops. Even their source holdings are low-level. Whether we plan on developing the provinces we take or not, acquiring them is too easy to pass up at this stage of the game. And if we let them alone someone else is sure to seize the opportunity, and whoever it is would probably put up more of a fight than the poor Five Peaks.

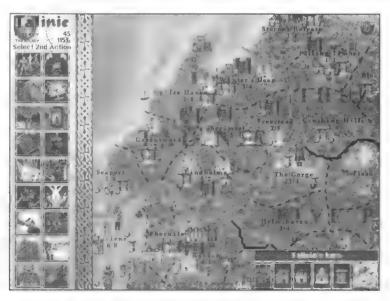
Furthermore, as a wizard, we have some means of invasion at our disposal that not every regent enjoys—the ley line. Here's how it works, as illustrated in the screenshots:

1. First, create a source holding in the province you wish to invade. You only have to develop it past level 0 if the enemy is inclined to Contest (and thus destroy) it which usually is not the case. It's also worth noting: Don't waste



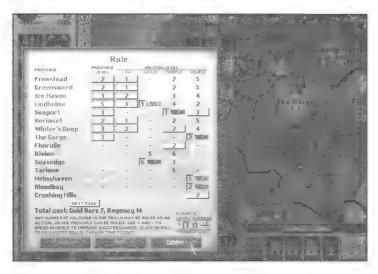
- regency modifying a dice roll if someone tries to destroy a level 0 holding. Under most circumstances, it can be easier to just Create a new holding.
- 2. The second step is to connect the ley line to a source holding of your own which is level 5 or greater. Talinie happens to begin the game with one; in Serimset.
- 3. Next, you need a wizard who can cast the Transport spell. Once more Talinie is in the driver's seat: Our regent can cast Transport.
- 4. Finally, assemble a small army in the province with the level 5 source holding, and Transport your units to the target province.

Your army arrives without having to declare war, and sometimes this even seems to take the domain which is being invaded by surprise—just as you are surprised when some random band of Monsters teleports into the middle of your own domain. The domain which you are attacking is bound to notice, of course, but often they are involved in a declared war with some other country. In the case of the Five Peaks, which would be hard-pressed to issue any type of response under the best of circumstances, they do everything but beg for mercy.



By connecting a ley line from your high-level source holding to a low-level source in an enemy province, you can use the Transport spell to invade without declaring war.





It helps to be lucky once in awhile, as if Talinie needs any help. Here our lieutenant hits a huge bunch of Rules for the low, low cost of 14 regency Points.

We should probably point that out, lest you think this is too easy: It is. The Five Peaks is a pushover as the game begins and Talinie, with the wizard as regent, is perfectly suited to do the pushing.

Still, you can see where a little determination on your part can serve to steamroll a lesser opponent, even one on the other side of the map. If your enemy does happen to be adjacent, you can mix in a declaration of war to further facilitate troop movement.

Also, don't overlook the fact that using Transport allows you to bypass fortifications that otherwise might keep you from quickly reaching the enemies' most highly developed provinces. Just as is the case with your own provinces, enemy's can muster more of the best kind of troops in those places, and the sooner you can occupy them the better.

By Investing the province which you've overrun at the beginning of the next turn, you can gain the right to muster troops there, and thus hold down the fort while the rest of your army advances.

Then you create another source holding in an adjacent province, and connect a ley line between the two. By doing it that way (over a shorter distance than if you were connecting back to the original source) you have a higher chance of success—usually without having to modify the roll at all using regency.



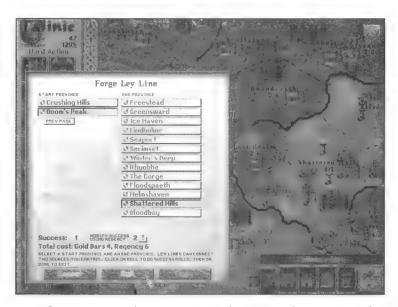
Also, if you Transport from each successive adjacent province—a feat which the ley line makes possible by serving as a conduit of power from the original source—that costs less in terms of the regency expenditure.

If you're making this method the focus of your province acquisition—not indefinitely, but at the current time—be sure that you Invest the newly conquered province as the first domain action of the next turn, so that you'll be able to Muster there right away.

Also, you'll probably find that it's prudent, if not a necessity to Transport troops every other turn, if for no other reason than it gives you a chance to tend to other domain business. When such is the case, make connecting the ley line to the new target province the last of your domain actions. Your enemy is much less likely to formulate resistance if it's already gone through two domain actions, expending gold and regency in the process, than if you connect the ley line with your own second action.

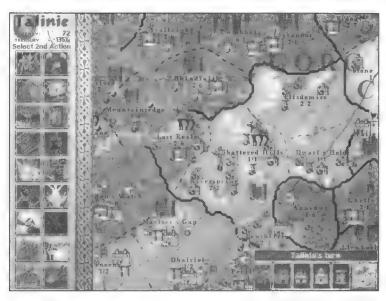
That Was ... Easy

Talinie's position on the map is what helps to make it one of the easiest Challenges in the game, as you can see from the rapid expansion that is possible—first into the Five



Softening up Markazor—isn't it about time the province of Shattered Hills lived up to its name?





The area around Shattered Hills is devastated after a few rounds of the wizard realm spell, Death Plague.

Peaks, then north into Thurazor, and finally slapping around Cariele. Cariele is small when the game begins, but very aggressive, and it's more work ultimately, to dispose of them than it was of the larger domains.

Just as with Elinie, Talinie reaches a certain critical mass as a domain, and after that it's all downhill—swallowing up provinces towards your point total and making Allies to take advantage of their holdings, in the point total sense and also so that you can trade for valuable assets.

And, as with Elinie, you can gather yourself for the final assault on the Gorgon as soon as you get within 100 or so, and go marching off to war.

When it comes time for the Gorgon however, practitioners of wizardry have another option—one which still requires an army. But just barely.

Using Wizardry to Get the Gorgon

The loophole that certain wizard regents enjoy when it comes to killing the Gorgon is dead simple: The Transport Spell works both ways, and you can Transport any unit on the map. Even the Big Guy's Unit.



Whereas before you Transported your own armies, a wizard is also capable of doing the opposite, and bringing the Gorgon Unit clear across the map to face a well-assembled army—in a province with a castle of course

In the example, we've hooked up a ley line to our truly impressive source holding in Rhuobhe, though any old source holding of 5 or more will do.

After that, it's a simple matter to Create a level 0 holding in the province where the Gorgon is busy slapping around his henchwoman, throw down a ley line, and invite the Big Guy over for the coronation.

Yeah, it is kind of rude. And if you'd like to proceed overland, you can obviously do so, as we saw with Elinie in the previous example.

The only real difference other than a bit more satisfying gameplay, is the cost. And, in all but the rarest cases, building your domain up to within 100 points of winning total means that you have the ability to support an overland battle, no matter what the foe. That's not always the case. Let your conscience be your guide. . . .

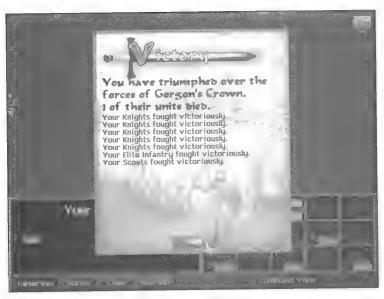
Speaking of which, and while we're on the subject—I wonder (I just wonder) if you could hook up a ley line to the City of Anuire, and Transport a huge army inside. . . . Now that's a Tax base! You're right: We have no shame.



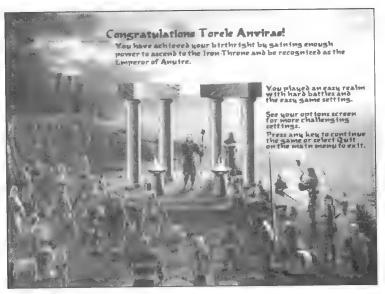
Once the Gorgon's current province is hot-wired, Transporting him into a very one-sided battle is a simple matter.

Chapter One: Managing Your Domain





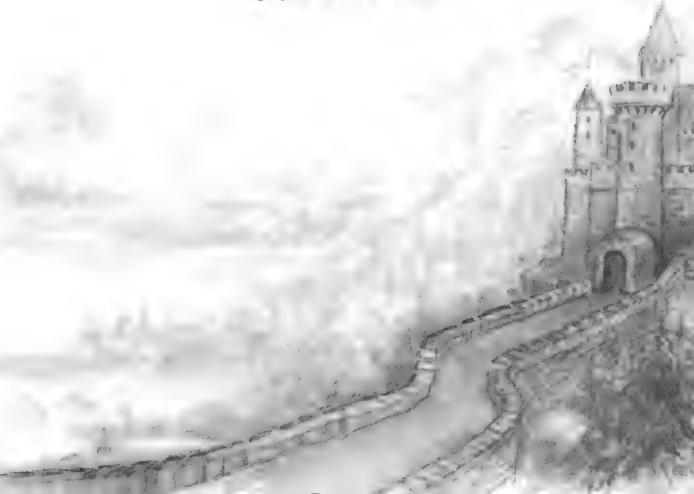
That's gotta hurt.



Another one bites the dust.



Battlefield Tactics



separate, though closely related component of the simulation mode is the battlefield, where your armies meet the enemy, usually, in battle over a province. The victorious forces invariably have the opportunity to Invest the province in question on the following turn. Thus, waging a successful military campaign—as a means to defend your domain and to expand it—is an integral part of your overall success.

This section of the book contains everything you need to know about assembling an army and commanding it in battle, regardless of the odds. Notice that we did not say "leading it to victory" regardless of the odds. Sometimes, you just have to be prepared to get your butt kicked. Still, if you play your battlefield correctly, you will be surprised at how much a small group of units can damage a much larger force before its collective posterior is removed from the map. And sometimes, that is as important as rolling through someone else's domain with an unbeatable force.

If you have trouble with your tactics in the battlefield—or even if you would just like a primer in lieu of experimenting with every possible unit-type confrontation in the battlefield practice mode—then this is your place. You will find that, for the most part, comparing units' various strengths and weaknesses tells you about everything you need to know. There are, however, some special considerations and some combinations of units that we have found to be particularly effective.

Battlefield Units

The individual units themselves come in a wide variety, each with its own specific attributes used to compute the outcome when enemy units engage on the battlefield. Of course, if it were as easy as selecting the best units . . . well, it would be that easy. It's not.

When you raise an army, you first must concern yourself with the cost it takes to Muster the troops and, then, the cost to maintain the army over subsequent turns. Early in the game, when your domain is scrimping for gold, you probably will not want to leave a large army standing for more than a couple of turns. Without some specific purpose, it makes better economic sense to disband the units and re-Muster than to leave them standing around for more than a single turn.

Later in the game, if you have a considerable amount of gold, it is occasionally prudent to leave a significant standing army in your valuable provinces, especially those near volatile borders. If you do not, you run the risk of attack by one of the shamelessly aggressive opponents on the map—and there are quite a few!

note



The first thing that comes to mind when determining which units to use in your armies is this warning: Never use Mercenaries. Just don't do it. We have played the game for hundreds of hours and raised only two Mercenary Units—out of desperation. The problem with Mercenaries is simply that, with other unit options available, they offer nothing but increased cost and lower morale. And, when you disband them, they become enemy units already stationed within your borders. What? You thought the Mercenaries would just go away?



When considering which Units to muster, the initial cost of the units is one of the most important determinants. After mustering, the units fall into two broad categories of maintenance: Some cost 2 GB per turn, while others cost 1 GB per turn. Let's get the numbers out of the way, and then try to give it some context.

The first table is the basic set of units available to muster when the game begins, assuming you meet the various holding level requirements. You need to have a significant holding of some kind in order to muster the best units.

The second table is a list of Special Units, which may or may not become available to you as the game progresses. Of course, if you play an Elven or Dwarvish regent, you will muster those types of units from the start. The more common Anuirean domain must wait until after it has conquered a province of Elvin forest or Dwarvish Mountains to acquire that ability.

Now that you have some idea about the cost of raising and maintaining an army, the other obvious consideration is what you can expect in return. Before we get to the nitty-gritty of the battlefield itself, let's check out the particulars of each kind of unit.

Table 2-1 Anuirean Unit Cost, by Type

UNIT TYPE	BASE MOVE	MUSTER COST (GB)	Maintenance Cost (GB)	Req'ts
Archers	2	2	1	L(2)1
Cavalry	3	4	2	L(3)
Infantry	1	2	1	$L(1)^{\scriptscriptstyle 1}$
Infantry, Elite	1	4	2	L(3)
Irregulars	2	1	1	$L(1)^{2}$
Knights	2	6	2	L(4)
Levies	1	0	1	L(1)
Mer. Cavalry	3	6	2	*
Mer. Infantry**	1	4	2	*
Mer. Irregulars	2	3	1	*
Pikemen	1	2	1	L(2)1
Scouts	3	2	1	$L(0)^{3}$

^{**} These units can also be hired as Archers or Pikes.

Unit Strengths and Weaknesses

Before you cough up that big load of gold for an army and charge across the Anuirean countryside, you'd better have some idea about how individual units stack up against one another and how they complement one another as components of a larger force. The table below contains all the particulars on each of the Individual Unit types, assigning numbers to the primary battlefield characteristics of each unit:

• Move: Number of battlefield squares a unit can move per turn.

^{&#}x27;Can be raised by any temple, guild, or law holding of level 4 or better.

²Can be raised by any temple, guild, or law holding of level 3 or better.

^{&#}x27;Can be raised by any guild holding of level 2 or better.



Table 2-2 Special Unit Cost, by Type

UNIT TYPE	BASE MOVE	Muster Cost (GB)	Maintenance Cost (GB)	Req'ts
Dwarf Guards	1	4	2	L(4)Dwf/Mer
Dwarf Crossbows	1	4	2	L(4)Dwf/Mer
Elf Archers	2	4	1	L(3) Elf
Elf Cavalry	4	8	2	L(4) Elf
Goblin Archers	1	1	1	L(2)Gob/Mer
Goblin Infantry	1	1	1	L(2)Gob/Mer
Goblin Cavalry	2	4	2	L(3)Gob/Mer
Gnoll Marauders	2	2	1	Mercenary
Gnoll Infantry	1	3	1	Mercenary

Note: Special units are non-human soldiers normally available only to non-human regents. Special troops cannot be Mustered unless the regent is a member of the race or his domain includes cities, villages, or strongholds of the appropriate type. For example, an Elf regent can Muster units of Elves; a regent whose domain includes a province full of Gnolls can Muster Gnoll Units. Using Evil humanoids as part of an army is considered an Evil act and can have alignment repercussions.

- *Morale*: Measure of a unit's willingness to fight and the likelihood that a unit will resist the urge to run away after sustaining damage (a Rout).
- Charge: Measure of the special ability of some units. For example, a unit which Charges may gain an offensive advantage if it moves into a square of an enemy unit that is susceptible to Charges.
- Defense: Unit's ability to withstand and avoid battlefield damage.
- Meleé: Measure of the unit's hand-to-hand fighting ability.
- *Missile*: Measure of a particular unit type's ability to inflict projectile damage upon enemies.

In practical terms, the two most vital numbers are Defense and melee. A well-bal-anced army always will have several units with Missile capability.



Table 2-3 Unit Characteristics

UNIT TYPE	Move	DEFENSE	MORALE	Melee	CHARGE	MISSILE	MOVE DEFENSE MORALE MELEE CHARGE MISSILE SPECIAL ABILITIES
Levy	П	1		2	0	0	
Anuirean Irregulars	2	2	2	3	0	2	
Anuirean Infantry	1	3	2	3	0	0	+1 to attack vs. Pikes and Irregulars
Elite Anuirean Infantry		4	3	4	0	0	+1 to attack vs. Pikes and Irregulars
Anuirean Pikemen		6	2	8	0	0	Pikemen cannot be charged. +1 to attack and defense vs. mounted units.
Anuirean Scouts	8	2	2	2	0	33	Moves freely through any terrain.
Anuirean Archers	7	7	2	2	0	4	+1 to Missile Attacks vs. mounted Units
Anuirean Cavalry	3	8	2	3	~		I
Anuirean Knights	2	4	3	4	9	0	I
Elf Archers	2	2	8	2	0	~	Moves freely through any terrain.
Elf Cavalry	4	80	9	8	\C	4	Moves freely through any terrain
Dwarf Guards	—	5	3	6	0	0	Immune to all Routs caused by magic.
Dwarf Crossbowmen		4	3	2	0	4	Immune to all Routs caused by magic.
Mer. Irregulars	7	2	П	9	0	7	I

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Mer. Infantry	-	3	-	3	0	0	+1 to attack vs. Pikes and Irregulars
Mer. Cavalry	3	3	1	8	>	1	I
Gnoll Marauders	2	3		6	0	2	1
Gnoll Infantry	2	4	П	4	0	2	+1 to attack vs. Pikes and Irregulars.
Goblin Skirmishers		П	П	2	0	2	
Goblin Infantry	_	2	-	2	0	-	+1 to attack vs. Pikes and Irregulars.
Goblin Guards	_	3	2	4	0	2	+1 to attack vs. Pikes and Irregulars.
Goblin Archers	-	2	-	_	0	8	+1 to Missile Attacks vs. mounted units
Goblin Wolf Riders	2	3	2	3	4	-	
Goblin Spider Riders	2	8	2	3	4		Ignores Terrain penalties.
Skeletons	_	7	8	~	0	0	Ignores all Routs except those

Practical Unit Type Comparisons

Don't kid yourself—that's a lot of numbers to crunch. Without going through each table line by line, there are some practical observations that we will relay to you direct from the bloody field of battle.

These observations assume that you command the battle yourself and ensure that your units match up well against the opposition. You will find that, if you let the computer command your major battles, it generally does worse for you than you would do for yourself. With one glaring exception, the computer never seems to be as particular as you would be (or should be) about things like keeping your Archers out of melees, or ensuring that your Knights do not stupidly try to Charge Pikemen.

Before you take to the battlefield, here are some things to keep in mind as you set out to Muster a well-balanced fighting force.

Knights or Cavalry?

When it comes to plunking down serious coin for an army, you generally need to decide between Knights and Cavalry for the cornerstone of your force. That's because only a few provinces will be able to Muster Knights or Cavalry, even if you could afford many of each one.

In our humble opinion, the Knights win this one hands-down. Sure, they may cost a little more, but only a *little* more. If you look at the numbers, the only things a unit of Cavalry has over a unit of Knights are speed on the battlefield and a Missile number. The speed difference is inconsequential, for the battlefield is small. And, in terms of the Missile coefficient—a "1"—that just isn't enough to change our minds.

If we want someone firing missiles (and we do) we want Archers or Scouts—troops made for firing Missiles. We want our troops on horseback charging the enemy and doing some damage. In all other categories, Knights have the advantage over Cavalry, and it shows on the battlefield.

It is worth noting that Elven Cavalry are another story altogether. Elven Cavalry move so fast that it should be a consideration with their Missile number of "4"—even better than the standard Anuirean Archer. If you are lucky enough to Muster Elven Cavalry, it probably is the one unit type that can make an effective army without other Unit types for support.

Elite Infantry or Infantry?

Our answer to this quandary assumes that you have decided to take our advice when it comes to the "Knights or Cavalry" question. If you use Knights, you can easily get



away with regular Infantry in the trenches. In fact, with Knights, you probably will not even need Infantry Units, Elite or otherwise.

The reason for this is that your Knights will do most of the fighting up front. Remember, the battlefield is small.

Elite Infantry or Cavalry?

If you do not have gold to throw down for Knights, you drop down one economic tier in building your army and must consider Elite Infantry or Cavalry. The correct answer is probably both.

If Knights are out of the picture, a combination of Elite Infantry and Cavalry is probably the best cornerstone you can Muster for the battlefield. The reason is that the two unit types combine the best things that Knights offer. The Elite Infantry has the melee and Defense numbers, while the Cavalry has the maneuverability and the Charge bonus.

Of course, that tasks you with being a little more particular on the Battlefield, and making sure that your Units of Elite Infantry and Cavalry line up properly with the enemy. In a nutshell, use Elite Infantry with Pikemen and/or Irregulars as a first priority (because of their Bonus) and make sure your Cavalry move quickly to engage any distance-attacking Units that might otherwise dismantle the Elite Infantry.

Archers or Scouts?

Ah yes. Hundreds of years from now, BIRTHRIGHT game fans will gather to argue the question. Actually, it's a trick question. The answer is either or both.

When we first started playing the BIRTHRIGHT game, oh so many moons ago, we naturally went with Archers. What the heck is a Scout, anyway?

The fact is, although Archers are your best from a numbers standpoint (Missile rating of "4" to a Scout's "3"), the Scouts have a huge advantage in one area: They move freely through any terrain.

It is hard to imagine what a significant impact that Scouts can have on a battle until you see them in action. A Scout unit has a higher Move number than Archers, but more importantly, nothing ever slows down a Scout unit. Not Swamp, not Mountains, not Heavy Forest. Of all the unit types in the game, only Elves can match that. The flexibility they give you on the battlefield, in terms of commanding your forces aggressively, as well as reacting to the enemy, is not to be underestimated.

Which brings us, perhaps, to the most intriguing possible response to the question of Archers or Scouts: Why not both? Whenever we want to leave a large standing

force on the map indefinitely—almost invariably to guard a precarious province—the easy choice is a mix of Scouts and Archers, nothing else.

The reasoning is twofold. First, the mix of Scouts and Archers is a relatively cheap army. Both unit types muster for a low cost and cost only 1 GB per turn to maintain. Second, on the battlefield Archers and Scouts make a surprisingly deadly combination. Try a ratio of about twice as many Scouts as Archers.

The Scouts can move out quickly, taking up a position in the middle of the field to pepper the opposition. If the enemy has their own ranged units, the Scouts close to melee. Unless they face Cavalry, that will be a fairly even fight.

The second wave of units is a mix of Scouts and Archers—perhaps 3–2—launched as soon as the first wave of Scouts begins to wane. As the enemy units move out to the center of the battlefield, the Scouts pass through them and begin to melee on the furthest side of the conflict from our Reserves. The second wave of Scouts fires once or twice on the enemy units in the center of the battlefield, then closes to a melee. The Archers fill whichever open slots allow them to fire from a distance.

You will find that the Scouts' freedom of movement allows them to tie up enemy units quickly, which lets other nearby units fire several rounds of Missile attacks. Of course, not many Scouts enjoy the post-battle victory dance—but life in Anuire is often as brief as it is glorious.

Levies, Irregulars, and Dikemen

In certain situations, you can make arguments for just about anything on the battle-field, but these three unit types are hardly worth worrying about.

Of the three, Pikemen are probably the most advantageous in that they stack up well against mounted units. Beyond that, however, they generally get stomped, and that can be a great liability. Irregulars are akin to Archers and Scouts in terms of usefulness, but they have neither the movement capabilities of the Scouts nor the accuracy of the Archers. Levies are the game's equivalent of countryside rabble. They have absolutely no business in a serious army.

A Glaring Exception: Facing the Gorgon's Troops

For all the talk about troop unit pros and cons, you would think that marching off to fight the forces of the Gorgon at the end of the game would be something like playing chess against Deep Blue. Not quite.

The thing about the Gorgon is that he has a strong penchant for—even a violent fixation on—Skeletons. But the fact remains—they're Skeletons. Big, scary Skeleton



armies that will not Rout non-magically and carry a 7 and a 5 for Defense and melee, respectively.

Skeleton battles turn out to be the only ones where it will be to your benefit to let the computer resolve the issue. Here's why:

Nothing on the battlefield can stand up to a unit of Skeletons realistically. Their defense number protects them too well from Missiles to make that a factor, and with all other things equal, nothing can stand toe-to-toe and melee them.

You will find, however, that a large army comprised entirely of Knights plays hell with Skeletons as long as you let the computer resolve the battle. It probably has something to do with the Charge coefficient coming into play on a regular basis. You also will find that, if you choose to command a Knights versus Skeletons battle yourself, the Knights generally are decimated. But if the computer plays it out, the Knights take a slight advantage. To even the odds further, we got in the habit of Blessing our Knights before sending them off to battle the Gorgon's Skeletons. That Blessing seemed to swing things further in favor of the righteous.

The Field of Battle

Before we examine some variations of our armies and their relative effectiveness against different enemy armies, let's consider the battlefield itself for a moment.

The battlefield is a small grid, five squares long and three squares wide. Your troops, which you place from the Reserves Screen to the left of the battlefield grid, enter from the bottom, while the enemy units appear at the top of the grid. Before each battle in the game begins, the computer determines which of the two armies has the initiative—usually, the one that was stationary when another army moved into the same province. The army with the initiative, then, has the option of determining to a certain extent the type of terrain upon which the conflict plays out.

Battlefield Terrain Types

In regard to the battlefield, there are a total of 11 different types of terrain in the BIRTHRIGHT game, and each terrain has certain characteristics that play an important role in determining the outcome of a conflict.

The most direct impact a terrain type has is on unit movement, due to obstructions or some condition of the ground itself. Of these two impediments, the overall condition of the ground is probably more significant, since it affects—in practical



terms—every unit on the battlefield. In particular, mounted units can lose their Charge capability, rendering them little more than glorified Infantry Units. As we mentioned before, Scouts and certain Elven Units are immune to these adverse effects of terrain type, and this can be used to gain a significant advantage.

Obstructions—as opposed to fighting in a Swamp, for instance—limit the battlefield in a different manner. In essence, they divide the field of battle into smaller areas of confrontation, thus favoring an army with strong Units of limited number. An Obstructed battlefield probably does the most to limit the effect of units with Missile attacks—including Spells—and gives an advantage to fast melee units. It simply becomes hard to micromanage these smaller battles. Keep ranged units out of melee while still affording them a chance to shoot arrows or cast Spells. A few more notes on the individual terrain types follow.

Open Field

The Open Field is just that—a 5x3 grid with no Obstructions or impediments to movement in the battlefield. The Open Field is the optimal field for meeting the enemy when you feel you have a superior force.

Rugged Hills

This terrain is slow going on the left-hand side of the battlefield with an impassable square in the center-left. Units cannot Charge here.

Swampy Forest

Only Elves and Scouts can move here. Other mounted units are reduced to a piteous movement of "1," making them easy targets for just about anything.

Swampy Ground

A Swamp infests the upper left-hand side of the battlefield, which also sports an impassable muck hole in the center. Bad news for Charging units once again.

River Bank Through Forest

Small patches of movement-reducing Forest dot the field near a River. An excellent battleground for swift, ranged units.

Partial Obstructions

A wall with a relatively small opening crosses the field of conflict, allowing a small, fast army to close the gap on what might otherwise be a serious mismatch.



River Divides Field

Our personal favorite. The River impedes movement, allowing Scouts to seize an early advantage by wading into the stream (where other Units become mired and lose their Charge bonus). After a withering initial assault, the Scouts can either cross the stream to melee or fall back to continue fighting from a distance. A unit without ranged capabilities will have to endure at least five or six Missile attacks before they even get close to a melee.

Mountainous

The center of this field is a deathtrap for units slowed by rugged terrain. Mounted units also lose their Charge bonus here. Flank with speed and send your best melee units (or perhaps some Scouts) up the middle.

Deep Waters

The upper right and lower left portions of the battlefield impede movement drastically.

Partial Woods

This one has a relatively Open Field designed to give Elves a small advantage when outnumbered.

Beavily Wooded

The optimal battlefield for Elven Units not adversely affected by this terrain because everything else on the battlefield will be slowed to a crawl.

As you can see, quite a few terrain types offer some impediment to movement, usually due to the condition of the land itself. To be sure, you will fight a share of battles on the Partially Obstructed field when you do not choose Open Plains for yourself. Your Units, more often than not, will be adversely affected in terms of movement simply by setting foot on the battlefield. One last time for emphasis—Scouts!

Commanding a Battle

Within the game is a mode where you can test your battlefield skills before entering the Full Game. This allows you to test a wide range of troop types against other types in preset scenarios or pit two armies of your own design against each other.

If you run through the preset list from top to bottom, you gradually will face enemies with harder AI and you'll also have less time during which to make your





The battlefield Practice Scenarios mode lets you hone your skills on everything from a single unit of Spiders to the Gorgon and all his friends.

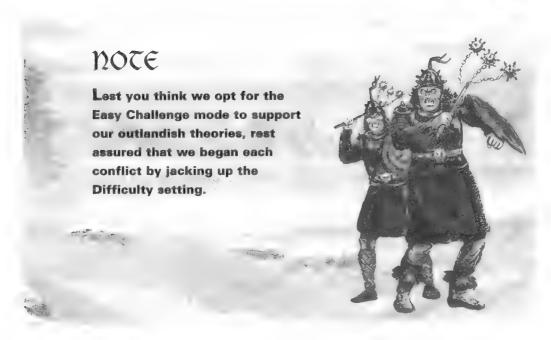
battlefield decisions. From a practical standpoint, thinking and reacting quickly are probably the best things you can learn from this mode.

Within the game itself, you will find that enemy armies do not seem to be comprised with as much forethought as the armies here. Your enemies oftentimes are forced to Muster as best they can from available resources, as you must do. For our test battles then, we have constructed some opposing forces from practical experience and tilted the odds in the enemy's favor to show how a well-oiled machine does not need overwhelming numbers to snuff out evil minions. In addition, each of these battles has larger implications in terms of unit type and terrain, which make for good case studies.

Armies at the River

The first battle is a contest of a relatively small contingent of Knights, Archers, and Scouts against a larger force comprised of Goblin Cavalry, Archers, and Infantry. We opted for the battlefield divided by a River to even the odds from a terrain standpoint, and we won handily even though we pressed a little hard with the Scouts and Archers, committing them to melee when it really was not necessary.







Knights, Scouts, and Archers confront the Goblin horde.

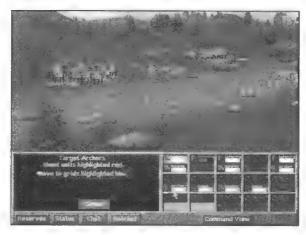




Our Knights move quickly to tie up the Cavalry units, while our Missile attackers move to stay out of melees and release some distance shots.

At this point, the battle is well in-hand. The River effectively has kept the enemy army from a rapid advance, allowing us to concentrate fire on any units in the front ranks and locking up the back row in Melee.



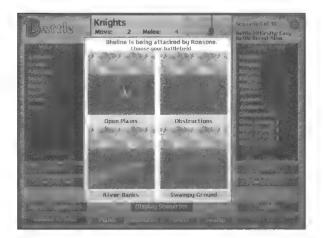


Notice how the flanking Archer Units have moved through the advancing Elite Infantry. Notice also that, even though we have only four units on the field, they have relatively good Unit Strength, and each has severe targets from which to choose. By concentrating fire on the enemy units which are just barely alive, we can quickly even the odds.



Archers and Scouts

The low-cost army of destruction—Archers and Scouts—meets a formidable force comprised of Knights, Archers, and Elite Infantry. The trick to this battle is not getting pushed off the field by shear force of numbers. Keep enough open space that your units are not forced into a melee until there are no other options. When the second wave of the enemy hits the field, we received the "Defeat is Imminent" message, but that was simply a reflection of the size difference between the two forces. As long as we did not suffer a nasty series of Routs at that moment, we still were very much in the fight. Even without any movement impediments, our Archers and Scouts turned the tide. Once the crowd started to thin, the Scouts' maneuverability and the Archers' accuracy meant the battle was all downhill from there.



The second battle is a stern test of Archers and Scouts in wide open spaces.

Our Scouts are out quickly, concentrating fire on the first enemy unit to advance.







As the enemy advances, our Scouts—wary of any Missile attacker entering the battlefield—drop back and continue to pepper the front row.

With the initial wave of Knights sufficiently reduced, the enemy mixes Archers and Elite Infantry for round two. Our forces, already dropped back to pepper the Knights, wait for the inevitable advance.





Notice how the flanking Archer Units have moved through the advancing Elite Infantry. Notice also that, even though we have only Four units on the field, they have relatively good unit Strength, and each has several targets from which to choose. By concentrating fire on the enemy units which are just barely alive, we can quickly even the odds.

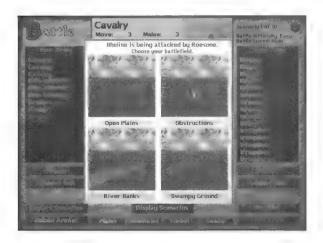


Speed on the battlefield and a Missile attack can go a long way to even the odds.



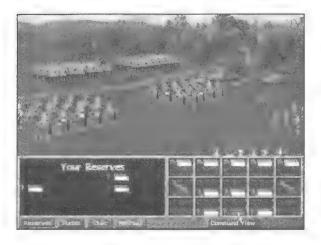
The Obstructed Battlefield

This battle looks at the effect that the Partial Obstructions battlefield can have on an outcome, especially when the enemy has a significant advantage. By leading with our strong melee troops and by backing them up quickly with Archers, we can close in on the center of the field. Any units that manage to break through the line are confronted immediately by the row of Archers. While our initial wave of Cavalry moves through the advancing enemy, it bogs down the battle even more—deep on the enemy's side of the field.



Let's see how a much smaller army can take advantage of the Partially Obstructed battlefield.





Our first wave rushes to fill the hole in the fence and engages in a melee.

As the enemy advances, our own units can move through the enemy's to begin fighting on the back row. Meanwhile, our Missile attackers can deal with the mid-ground aggressors.





By continuing to move troops into the gap through the advancing enemy units, we can support our initial wave of melee units. Also, notice our Archer unit's position behind the obstruction. It can already fire on the advancing Knights. Should those Knights close to a melee with the Archers, we will just sidestep them, moving into the center of the battlefield to keep up the attack.

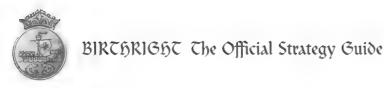


With the melee almost over, our Archers move into the gap to shoot at the enemy's rear row before falling back to finish our foe's last advance.



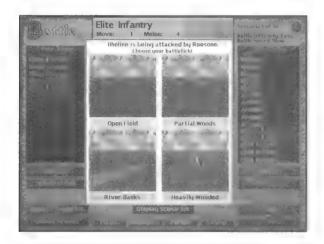


Suffering nearly twice the losses of our own army, the enemy is defeated, due in part to the obstructed battlefield.



Elves in the Woods

As an extreme example, we set up this little contest between five Units of Elven Archers and a massive enemy army of Knights, Archers, and Elite Infantry. We fought on a Heavily Wooded battlefield, where the Elves are free to move unimpeded, but where the rest of Anuire cannot seem to get out of its own way. The final result—three of the five Elven Cavalry Units survived, while the enemy forces were decimated.



Elven Cavalry are some of the deadliest, most versatile units in the game.

Remember that not only is the battlefield obstructed, but the enemy units suffer a serious downgrade to the Move number. The Elves are out quickly, firing on the opposition from a distance.



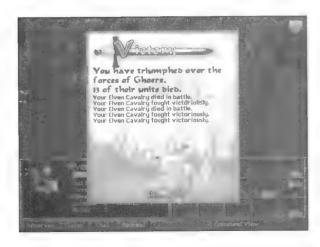




By moving quickly through the enemy units, it is relatively easy to keep the Elven Cavalry from having to melee. Let them chip away at our foes.

By alternating the position of the two units on either flank—forward and back between our side of the field and the midground—we can concentrate fire on the slowly advancing troops.





For those of you keeping score at home, that's just two of our units of Elven Cavalry lost, and our enemy's previously impressive army left in ruins.



C S A D T E R 3

Birthright





In spite of all the things you can do for your realm through shrewd management and battlefield expertise, the adventure mode of the BIRTHRIGHT game offers dungeon crawlers a chance to have perhaps the most dramatic impact of all upon the larger game.

The reason is simple: The pay-off for successfully completing an adventure is a coveted relic of power, many of which imbue the owner with an ability that is all but guaranteed to make the simulation mode itself a downhill run to victory, especially if you play below the Hardest Difficulty level.

In that context we probably should note that, perhaps in one quarter of the cases—especially, if you've opted for less than a 500-point game-winning total—the reward for an adventure really isn't going to be worth the effort . . . or the risk.

Of course, sometimes you just feel like hacking some foes at close quarters or exploring some dark, dank labyrinth in the *true* AD&D® tradition. Certainly, those are the best reasons to foray into the land of adventures.

But the fact remains that a truly great relic of power will probably cost you something in the way of valuable lieutenants. The game doesn't just want you to cakewalk your way to the State Crown of Anuire. Though, of course, we'll show you how. . . .

This section starts with a general overview of the adventure mode, including some sage observations that probably are second nature if you've ever played ADVANCED



Chapter Three: BIRTSRIGST Adventures



DUNGEONS & DRAGONS[®], computerized or otherwise. You will find that there are some nuances—especially in combat—that merit special consideration regardless of your past experience.

After that, we'll hit the highlights of each of the adventures in text form, concluding with detailed maps of all the various stomping grounds.

Adventuring

When you choose the adventures option from among the domain actions buttons, you elect to take one of the quests outlined for you by your Mage advisor. Your adventure Party is chosen from among your available lieutenants, which brings up the Cardinal Rule of the adventure mode: Never take your regent.

The fastest, most merciless way to lose a BIRTHRIGHT game is to send your regent stumbling around in some dank hole, where the slightest misstep—not to mention the predictable major Monster Melee—can end his or her life. Once your regent settles down for the big dirt nap, the game is over.

So, selecting the adventures button should always be done by a lieutenant. If not, your regent will automatically be included in the adventure party. Furthermore, choosing to adventure should be done by one of your fighter lieutenants. Though you





may desire to bring along a high-level priest or wizard, depending on the particular foray, you should really only expose those major characters to the risks of adventuring if the rewards are suitable.

For instance, it makes no sense to take along your 13th level priest on a level 1 adventure. You should be able to get by with a lower-level priest, and losing one of your big guns to some silly ceiling crusher is more than any regent should have to bear. Those serious magicians are just too valuable at the realm level to spend their time slogging through a dungeon, unless they are hunting a Relic of great import—something that will boost your Bloodline Strength 20 or 30 points, for example.

Dungeon Monsters

The line-up of foes you face in the adventure mode is a fairly standard AD&D® game assortment. If a Monster is mentioned specifically in the text summary which prefaces each adventure, check the following table to make sure they don't have some special ability or weakness you should be considering prior to battle.



Chapter Three: Birthright Adventures



NAME	AC	HIT DICE	THAC0	ATTACKS	DAMAGE	RESISTANCE	ΧP	SPECIAL
Ankheg	2	80	13		3-18+1-4	none	975	
Gargoyle	5	4+4	15	2	1-3+1-6	none	420	Flics
Goblin Guard	9		19	y —1	2-7	none	15	
Harpy	7	7	13	2	2-7	none	975	Flies
Hell Hound	4	5	15		1-10	none	059	Flames for 5 damage. Save for half.
Neo-Otyug	-	12	6	3	2-12	none	2000	
Ogre	>	4+1	15	←	1-10+6	none	270	
Otyug	8	∞	13	3	1-8	none	1400	
Skeleton	7		19	1	1-6	none	99	Undead. Holy water does them harm.
Specter	2	7+3	13	1	1-8+2-12	none	3000	Any killed become specters. Undead. Holy water does them harm.
Spider, Giant	4	4+4	15	1	2-8+1-6	none	059	
Wraith	4	5+3	15	П	2-12	none	2000	Undead. Holy water does 2-8 points damage. Any killed become Lesser Wraith.
Wraith, Lesser	4	2+4	18	-	1-6+1-3	none	400	Undead. Holy water does 2-8 points damage.
Wyvern	3	7+7	13	2	2-16	none	1400	Flies
Wyvern, Small	>	4	17	2	2-8	none	420	Flies
Zombie	∞	7	19	П		none	9	Undead. Holy water does 2-8 points damage.
Gorgon	-10	170hp	∞ ₁	8	2-12+10	%56	32000	Gaze turns target to stone -2 save. 16 th level wizard.
Rhuobhe	00	88hp	-2	7	2-8+7	25%	21000	15th level wizard.
Spider King	-2	81hp	7	33	1-10+3	15%	14000	Regenerates 1hp per turn. Spits poison.

Monster Table

Assembling a Party

As for the actual character class composition of your party, you have to consider not only the level of Difficulty of the adventure, but also the "Level of Evil" (LOE). In general, a high LOE means that you want some significant priest magic. You may even consider taking two decent priests, instead of a priest and a wizard.

Each adventure, of course, has a different set of variables that dictate what the optimal composition of a party should be, and reading each synopsis carefully for clues is highly recommended.

In the broadest terms, you'll find that the lower-level adventures can be bull-dozed through—usually with a pair of decent fighters and a pair of somewhat lesser priests. As long as your fighters have a respectable Armor Class, and you have priests to deal with Undead and to maintain everyone's health, it's simply a matter of avoiding stupid mistakes—like plummeting off of ledges or standing beneath ceiling crushers.

Once the Difficulty of an adventure rises above 2, however, it becomes almost imperative to have a well-balanced band of adventurers. And if the reward isn't worth the risk, blow it off.

Realistically, you can't expect to triumph over the forces of darkness that populate an adventure of Difficulty 3 or 4 without four very buff, experienced characters— Average Experience level near 10, and with some decent weapon and armor gathered from a previous excursion.

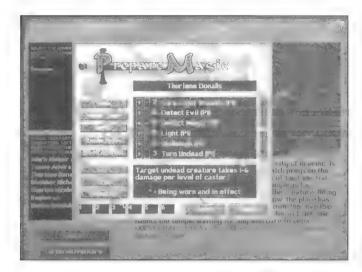
It can be done—certainly, anything is possible—but don't make the mistake of thinking one high-level priest and Alark Mohair will carry two wannabes through Spiderfell. You're sending those boys off to get spanked hard, and no decent regent would let that happen.

Readying Your Characters

Equipping most of your characters before an adventure is hardly a consideration: They have the equipment they started the game with, and they've already decided to get dressed that morning. Furthermore, they'll probably hock everything that they're not wearing at the end of each adventure. So, for all classes except magic users, the Party is ready to roll.

Magic users must Memorize Spells before setting off on an adventure, and that's the only real nuance of getting the Party ready.





Be sure that your magic users Memorize their spells before you begin an adventure.

Placing Spell Scrolls in the on-screen Hotbox makes for quick casting in battle.



Priest Spell Selection

Use Priest Spells to protect against Evil primarily, and to Heal. Some other hints:

- Low-level Healing Spells are not too effective.
- Spells that provide Armor Class bonuses are desirable.
- Light Spells are valuable.

NAME	LEVEL	DURATION	RANGE	AREA	SAVE	SCHOOL	Епрест
Cure Light Wounds	_	Instant	Touch	0	None	Necromantic	Cures 1–8 damage.
Detect Evil	_	20xLvl	See effect	100'	None	Divination	All Monsters out to range are marked on Map.
Detect Magic	_	20xLvl	See effect	100'	None	Divination	All Magic out to range is marked on Map.
Light		100xLvl	0	250'	None	Alteration	Area of effect is well-lighted.
Shillelagh	-	20xLvl	Touch	0	None	Alteration	Cleric's weapon is now a +1 weapon doing +1 damage.
Turn Undead		Instant	10,	None	None	Necromantic	Do 1-4 per level to Undead.
Barkskin	7	40xLvi	0	Touch	None	Alteration	Drops the AC to 6, minus 1 for every 4 levels of the priest.
Find Traps	2	20xLvl	200	0	None	Divination	All Traps out to range are marked on Map.
Resist Fire	2	20xLvl	Touch	0	None	Alteration	Immune to Fire damage.
Spiritual Hammer	2	20xLvl	200	0	None	Invocation	Targeted creature takes 1–6 damage, plus one point per two levels of the priest.
Continual Light	3	24,000	0	250'	None	Alteration	Area of effect is well-lighted.
Magical Vestment	6	40xLvI	0	Touch	None	Enchantment	Drops the AC to 5, minus 1 for every 3 levels of the priest.
Cure Serious Wounds	4	Instant	Touch	0	None	Necromantic	Cures 3-17 hit points of damage.
Protection from Evil, Group	4	20xLvl	0	Party	None	Abjuration	All Evil creatures are at -2 to hit Party, Party saves are at +2.
Cure Critical Wounds	5	Perm	Touch	0	None	Necromantic	Cures 6-27 hit points of damage.
Flame Strike	~	Instant	200	0	Spell (1/2)	Evocation	6-48 damage from Pillar of Flame.
True Seeing	>	20xLvl	Touch	0	None	Divination	Entire adventure Map is visible.
Heal	9	Instant	Touch	None	None	Necromantic	All damage, poison, paralysis, and blindness are cured.
Fire Storm	_	10	1000	None	None	Instant	1-8 per level damage to target.
Holy Word	_	Instant	0	30'	None	Conjuration/ Summoning	Evil creatures are banished. Kills weaker Monsters and damages the toughest.
Resurrection	7	Instant	Touch	None	None	Necromantic	Revive target Party member.



- True Seeing is an extremely valuable Spell, exposing the entire adventure Map.
- Heal (6th level spell) cures all damage to one character.
- Holy Word (7th level spell) is the high-end Evil disposer.

Wizard Spells

Use Wizard Spells primarily to hammer on the strongest Monsters. Some other hints:

- Locate Object (2nd level spell) reveals the relic of power on the Map. Use in conjunction with priest's True Seeing.
- Teleport (5th level spell) is valuable.
- Feather Fall, Jump, and Fly are essential Spells.
- Stoneskin can be very helpful for your wizard.
- Globe of Invulnerability only protects against relatively low-level Magic.



Евчест	
SCHOOL	
SAVE	
AREA	
RANGE	
DURATION	
LEVEL	

NAME	LEVEL	LEVEL DURATION	RANGE	AREA	SAVE	SCHOOL	Егест
Detect Magic	П	20xLvl	See effect	100'	None	Divination	All Magic out to range is marked on Map.
Reduce	_	50xLvl	0	Party	None	Alteration	Shrink party to 50% (half strength).
Feather Fall		10xLvl	0	Party	None	Alteration	Gravity for group is reduced to 1/6 of normal.
Jump	_	10xLvl	0	Party	None	Alteration	Jump distance is tripled.
Light	_	$100 \times Lvl$	0	250,	None	Alteration	All of area is well-lighted.
Magic Missile	П	Instant	100	NA	None	Evocation	Each Missile does 2–5 damage. Number of Missiles is level/2, rounded up.
Shocking Grasp	1	Instant	0	NA	None	Alteration	1–8+level damage. Must succeed in hitting the target.
Blindness	2	100	70	None	Spell (Negate)	Illusion/ Phantasm	Creature is blind, -4 to its attack rolls—those attacking get a +4.
Continual Light	2	24,000	0	250'	None	Alteration	Area of effect becomes well-lit.
Knock	2	Instant	50	None	None	Alteration	Opens even magically sealed doors.
Levitate	2	20xLvl	0	Party	None	Alteration	Party floats along just above ground level, moving at walking speed.
Locate Object	2	Instant	20'xLvl	None	None	Divination	Quest's goal shows up on Map.
Morelf's Poison Arrow	7	Instant	100	None	Spell (1/2)	Conjuration	Magic Arrow does damage 2–8 + 1–4 per level beyond 2nd level.
Strength	2	1000xLvl	Touch	None	None	Alteration	Strength gain: 1–8 for warriors. 1–6 for Priest and Rogues. 1–4 for Wizards.
Fireball	ес	Instant	50,	None	Spell (1/2)	Evocation	Target creature takes 1–6 damage for each level of the caster.
Fly	8	100xLvl	0	Party	None	Alteration	Party can Fly for the duration. Spell fades in last 10 seconds, no quick cut-off.
Stone Undead	60	Instant	50	150'	Spell (Negate)	Enchantment/ Charm	Undead creatures only. Targets turn to stone.
Infravision	8	1000xLvl	0	Party	None	Alteration	May now use Infravision.

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hapter Three:	Birthricht Adventures	

NAME	LEVEL	DURATION	RANGE	AREA	SAVE	SCHOOL	EFFECT
Lightning Bolt	80	Instant	100,	None	Spell (1/2)	Evocation	Target creature takes 1–6 damage for each level of the caster to maximum of 10th level.
Confusion	4	20xLvl	50'	150	Spell (Negate)	Enchantment/ Charm	Creatures stand still or wander off.
Ice Storm	4	Instant	10xLvl	None	None	Evocation	3-30 points of damage to target creature.
Minor Globe of Invulnerability	4	30xLvl	0	Group	None	Abjuration	First to 3rd level Spells cannot penetrate and affect the party.
Stoneskin	4	40xLvl	0	None	None	Enchantment/ Charm	Gives the Wizard AC 2.
Cone of Cold	5	Instant	$100 \times Lvl$	None	Spell (1/2)	Evocation	3-6 damage per level of the caster.
Disintegrate	5	Instant	50'	None	Spell (1/2)	Alteration	Target is disintegrated.
Teleport	5	Instant	0	None	None	Alteration	Shifts party to location selected on dungeon map.
Chain Lightning	9	Instant	200xLvl	None	Spell (1/2)	Evocation	First target hit does 1–6 x level, drops by 1–6 for each additional target.
Death Spell	9	Instant	100xLvl	Special	Spell (Negate)	Conjuration/ Summoning	Slays target creature.
Globe of Invulnerability	ility 6	20xLvl	None	Party	None	Abjuration	First to 4th level Spells cannot penetrate and affect the party.
Flesh to Stone	9	Instant	100xLvl	None	Spell (Negate)	Alteration	Turns target to stone.
Power Word Stun	7	40-160	50xLvl	None	None	Conjuration/ Summoning	Creature moves around randomly, stunned and unable to fight.
Serten's Spell Immunity	nity 8	100xLvl	Touch	0	None	Abjuration	Adds +5 to any Spell saves.
Time Stop	6	20xLvl	0	Party	None	Alteration	Everything freezes. Party may move around unmolested but they may not pick anything up and can only open doors.

Wizard Spells (continued)

Down in the Dungeon

The adventure mode interface isn't particularly complex, and the game manual does a good job in explaining the directional arrows and their purposes. We will not belabor those points once again.

There are a couple of practical matters we would like to comment on, however, in regard to combat in particular.

Take Your Turn

For starters, we're great fans of the Turn-Based Combat sequence. You may think it's wimpy, but we prefer to think of ourselves as being true to the AD&D[®] game. Just because someone can roll dice quickly does not mean that he gets to attack more often than someone who does not roll as quickly.

The same situation occurs when you fight Monsters. Rest assured that, in Real Time Mode, a Monster will not defer to you out of a sense of fair play. If he can hack you three times while you click through various attack modes, it will not ruin his day at all—but it may ruin yours.

Turn-Based Combat also greatly reduces the chance that you inadvertently send a weak Magic user to the fore through a simple mis-click. You must click on the "Done" button before everyone trades swipes, and taking turns makes it less likely that you will screw up someone's assignment in the heat of battle.





Your Best Shot

Aside from deciding whether to swing high or low—which is entirely situational—you also may select to initiate a Quick Attack. The Quick attacker gets two swipes in the time that it usually takes to swipe once, but suffers a -4 To Hit on each attempt. You should only use this option when the Monster is so overmatched that you probably will hit him anyway.

If you are on a relative par with a Monster, or if the Monster has some advantage in speed or Armor Class, fighting with the Quick Attack becomes next to impossible. Opt for the slower, more probable mode of assault.

Defense!

Much of the time, when the opposition to your party is an unimpressive group of minor Monsters, you should have your fighters fight and have everyone else defend.

Even if some Goblin gets lucky, he will not cause much more damage than to take the shine off a decent fighter's buckle. But if you send everyone in close for an Attack, that same foe might hack one of your wizard's arms off, figuratively speaking.

Have magic users defend when they are not casting spells, and their Armor Class drops by four points. Even if you are mobbed—again, by lesser foes—it is better to have wizards and priests protected than to have them exposed to needless risks. Your fighters will tear up six Goblins almost as fast as they will annihilate two. There simply is no good reason to risk losing a spellcaster.

Adventures Practice Mode

As with other game components, you may elect to go adventuring entirely independent of the main game, and it is certainly worth a look before you take your own lieutenants out for the first time.

Although the adventure mode subscribes to the purest AD&D® game traditions, you will want to become familiar with the graphic interface; specifically, the movement parameters for your Party. You also will notice the various Traps and design elements that the programmers favored.

The adventures practice mode has a relatively simple start-up. Just select which area you would like to explore, and then select four characters from the list in the lower left. Don't forget to have your priests and wizards Memorize their Spells before you set off—the Spells must last for the duration.

In the Practice Mode, it's fun to experiment with as many different Spells as possible. You will find that some Spells that you would assume to be quite worthwhile are somewhat less than you imagined; the opposite can be true as well. The most glaring example of this situation is probably the low-level Healing Spells. Generally, these are a waste, especially when cast by low-level magic users. In the final analysis, the one, two, or three Hit Points that these Spells generate just isn't going to have an impact on your success or failure.

The more you experiment in the practice mode, the greater number of generalizations you can make not only on how Spells affect your own Party, but also on how they affect a variety of dungeon denizens. Later, when you send your Party off from the main game, you'll feel much more confident that they're properly equipped for the task at hand.

The Spoiler

Before we get to the nitty-gritty of the adventures themselves, we have one terrible secret to divulge.

We'd like to say right up front that this goes against our nature as fair competitors and AD&D® game purists—but what the heck.

Here's the deal. With the right Spells in your Party, you can spend about 15 minutes in any adventure and come away with a relic of power. Simply do the following:

- Use the priest Spell "True Seeing."
- Use the wizard Spell "Locate Object."
- Use the wizard Spell "Teleport."

Sure, there is bound to be some resistance near the relic of power, but your Party shows up fully charged without having to pound their way through 90 percent of the dungeon to reach the prize. Yeah, it's a cheap ploy. Purists are excused to take the high road.



The Adventures

The maps that conclude this section include call-outs for all the valuable treasure in each adventure. We thought it might be handy to have an actual text introduction as well.

As we noted before, the passages with which your advisor introduces each adventure often contain valuable clues—in some cases, even blatant giveaways—concerning the nature of the quest and the foes you will likely encounter.

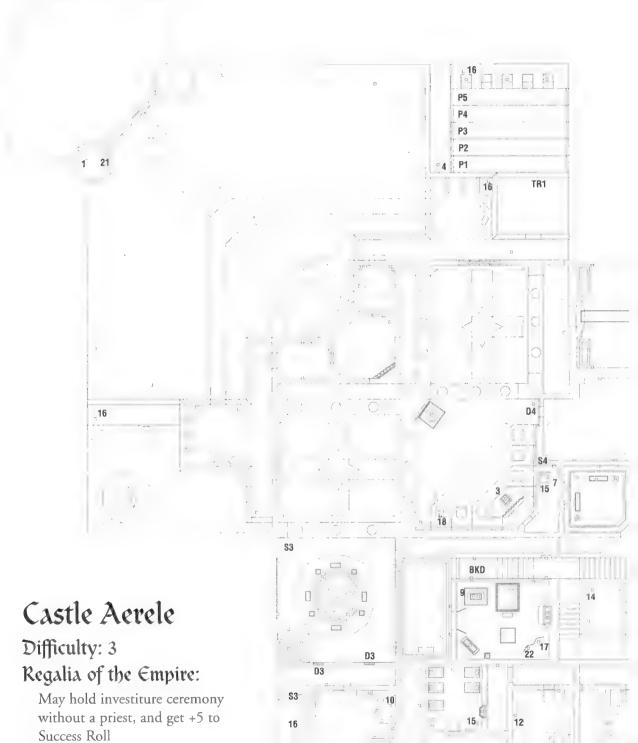
Aerele

Difficulty Level: 3 Level of Evil: 1

Relic of Power: Regalia of the Empire

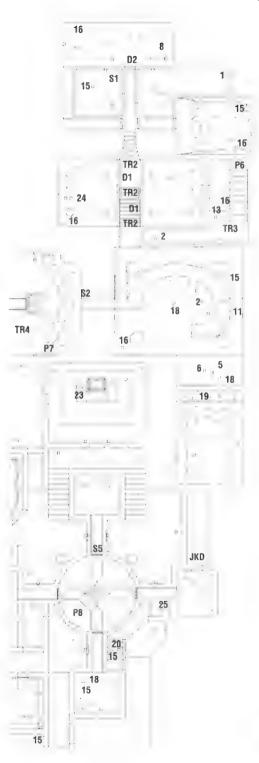
Relic Effect: May hold investiture ceremony without a priest and receive a +5 to success roll.

Adventure Text: Your Highness, a most intriguing incident occurred last night: A Goblin thief was apprehended during an attempt to enter the royal castle. When the guards dealt with the wretch in the usual fashion, a small gem was discovered. Its depth and character reveal such a flawless perfection as to assuredly be enchanted. The guards then promptly took the Goblin before the Captain, who was eventually able to extract the full story from the would-be burglar. It seems that this thief had just recently plied his trade in the fair city of Aerele. While sneaking around Baron Diem's castle, he unknowingly found what appeared to be an item of great power. The Goblin's description of the jeweled robes from which he took the stone, as well as the nature of the stone itself, lead me to believe that the creature stumbled upon the long lost Regalia of the Empire. The exact details are not known, and the Goblin is no longer able to elaborate upon his initial story. (I have already spoken to the Captain of the Guard about the vigor in which he carries out his duties, but this is of little concern to you.) Your Highness, do we proceed with exploiting this incredible opportunity?



Chapter Three: BIRTHRIGHT Adventures







Castle Aerele

- 1. Amulet of Feather Fall
- 2. Cloak of Protection 1
- 3. Cloak of Protection 3
- 4. Gauntlets of Dexterity
- 5. Ioun Stone (Deep Red)
- 6. Ioun Stone (Dusty Rose)
- 7. Joun Stone (Scarlet and Blue)
- 8. Blue Key
- 9. Jeweled Key
- 10. White Key
- 11 Necklace of Missiles
- 12. Oil of Sharpness 2
- 13. Oil of Sharpness 3
- 14. Potion of Cloud Giant Strength
- 15. Potion of Extra Healing
- 16. Potion of Healing
- 17. Potion of Invulnerability
- 18. Potion of Flying
- 19. Regalia of the Empire
- 20. Ring of Protection 4
- 21. Ring of Nightvision
- 22. Ring of Regeneration
- 23. Scroll of Armor Enhance
 - ment 1
- 24. Staff of Curing
- 25. Wand of Secret Detection

Switches, Platforms, Trigger Lines, and Doors

TR1: Raises P1 through P5

TR2: Opens D1

TR3: Raises P6

TR4: Lowers P7

S1 Opens D2

S2 raises P7

S3 Opens D3 **S4** Opens D4

S5 Raises P5 BKD: Blue Key Door

JKD: Jeweled Key Door

- · Obtain the Blue Key from the northernmost room on the Map. Access the room through the Altar Room; there is a hallway obscured by large blocks there.
- Obtain the Jeweled Key from the table in the regent's bedchamber.
- · Go to pit area in eastern portion of castle; enter the door at the three o'clock position.
- Use Jeweled Key in room with two-paneled doors; go through northern door and continue down hallway to relic of power.

Ansien

Difficulty Level: 2 Level of Evil: 1

Relic of Power: State Crown of Anuire

Relic Effect: Holder gains 70 Bloodline Points.

Adventure Text: Glorious leader of the realm, do you recall our last discussion about the great symbols of power that would help pave your way to the Iron Throne? I have put my mind, and more importantly, your agents, onto this problem. And, well, Your Highness, it seems success has come to us by Haelyn's Grace. We have located the resting place of one of the most significant and powerful items of the emperor's lost regalia, the State Crown of Anuire! It lies in Elinie's province of Ansien, within the confines of a powerful citadel protected by many stout defenders. Who knows how it ended up there, or even if its owners know what they hold? But, Your Highness, none of that matters. You now have the chance to seize one of the most magnificent relics of power ever to exist within Anuire. Please—you must act quickly, before someone else uncovers this fantastic secret.

Barrow Hill

Difficulty Level: 2 Level of Evil: 3

Relic of Power: Ring of Wizardry

Relic Effect: The number of Spells that can be Memorized is doubled.

Adventure Text: Your Majesty, a talented Bard has brought us information of great interest. While traveling the outskirts of the Five Peaks, he heard many tales of Barrow Hill, the final resting place of a great Elven Mage by the name of Delwyheinn. This wizard was reputed to be great in power, most especially in the realm of Life Magics. All the tales speak of the marvelous items of power he forged, but his tomb, ever sought after, has never been discovered. Well, Sire, with the new details from the Bard's stories, I eventually scried out the location of Delwyheinn's tomb. Though in truth the effort cost me dearly, the price is trivial



when compared to the pride I feel in serving your glory. But to the location—it lies in the province of Floodspaeth, just north of Alamie in the forbidding region of the Five Peaks.

Barrow Mound

Difficulty Level: 3 Level of Evil: 4

Relic of Power: Brenna's Favor

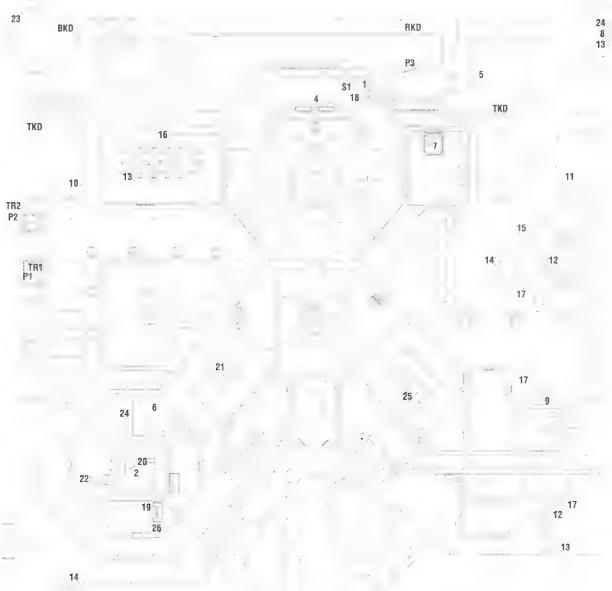
Relic Effect: Holder gains 25 Bloodline Points.

Adventure Text: Your Highness, disaster—we have been attacked by the Spider itself! Reports abound that a force of giant Spiders, led by the Awnshegh itself, have burst from the very ground in the lower dungeons of the castle. They have seized most of the underkeep and wiped out what few guards were there. The gods only know what evil plans the Spider has. You must act immediately, Majesty, or all could be lost!



Spider





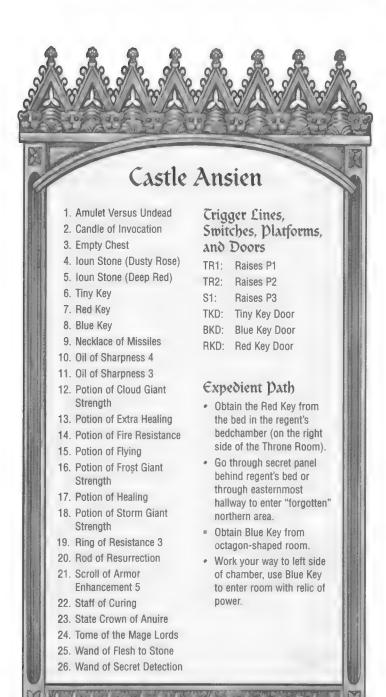
Castle Ansien

Difficulty: 2

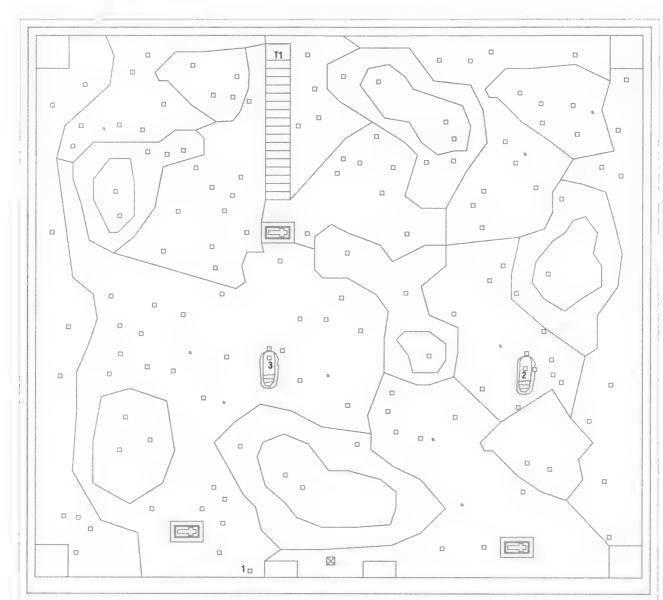
Relic of Dower:

State Crown of Anuire—Holder gains 70 Bloodline Points









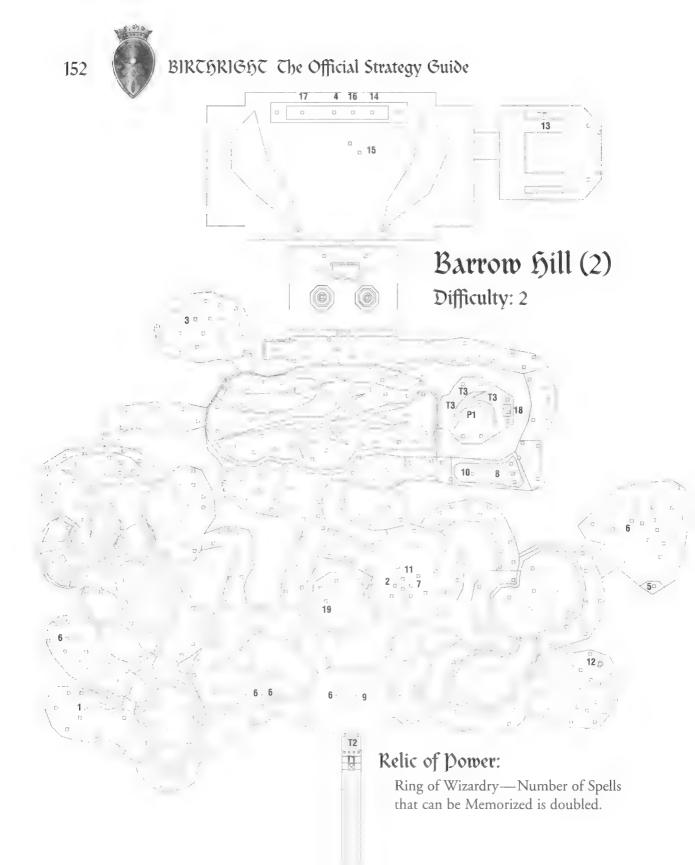
Barrow Hill

Difficulty: 2

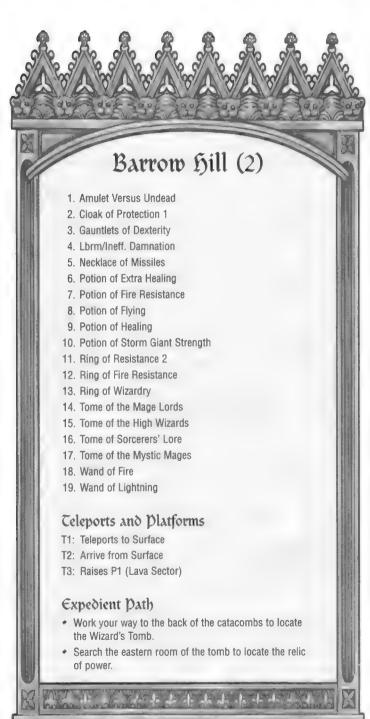
Relic of Power: None











D1

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Barrow Mound

Difficulty: 3
Relic of Power:

Brenna's Favor—holder gains 25 Bloodline Points.





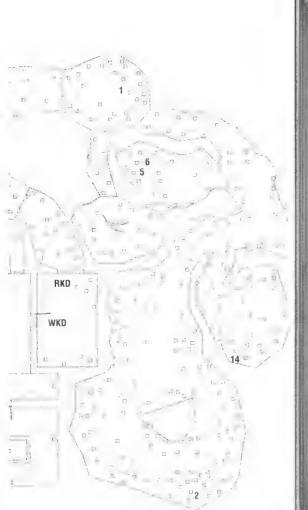
Barrow Mound

- 1. Balm of Healing
- 2. Brenna's Favor
- 3. Cloak of Protection 1
- 4. Ioun Stone (Deep Red)
- 5. Ioun Stone (Pale Blue)
- 6. Ioun Stone (Pearly White)
- b. foun Stone (Pearly White
- 7. Blue Key
- 8. Jeweled Key
- 9. Red Key
- 10. White Key
- 11. Lbrm/Gainful Conjuration
- 12. Necklace of Missiles
- 13. Oil of Sharpness 4
- 14. Potion of Extra Healing
- 15. Potion of Healing
- 16. Potion of Invulnerability
- 17. Ring of Regeneration
- 18. Ring of Protection
- 19. Scroll of Armor Enhancement 5
- 20. Tome of the High Wizards
- 21. Tome of the Mystic Mages
- 22. Wand of Illumination
- 23. Wand of Lightning
- 24. Wand of Flesh to Stone

Switches, Doors, and Trigger Lines

- S1 Opens D1
- S2 Opens D2
- TR1 Opens D3
- TR2 Opens D4
- WKD White Key Door
- RKD Red Key Door

- From the room with the Spider pattern on the floor, take the hallway to the left; take the first right up the stairs. At the top of the stairs, take a right and ascend a few more stairs; take the first hallway that goes left, and follow it to a large room.
- Go through the door in the north wall of the room, and throw the switch on the wall of the small room to expose the Red Key.
- In the large room with the two jail-type doors in the pit area, enter the door on the left and find the crawl space. Go through the crawl space, then turn around and re-enter the room. A wall will drop, exposing an alcove with the White Key.
- Go back to the chamber with the Spider design on the floor. Exit to the east; take the hallway to the left, then enter the first door on the right. Enter the room using the White Key, and use the Red Key on the north wall.
- Follow the main passage in the caverns to find the Spider King and the relic of power.





Kal-Saitharak

Difficulty Level: 4

Level of Evil: 3

Relic of Power: Chalice of the Dead

Relic Effect: During a muster action, one unit of Skeletons may be raised

for 1 GB.

Adventure Text: Your Highness, a shieldless Knight has brought us a tale of great importance. While fulfilling his service for his liege lord, a petty Baron in the service of the Gorgon, he caught sight of an item of magic held by the lord in his stronghold in Kal-Saitharak. The description he gives matches that of the Chalice of the Dead, a very potent artifact used for the dark arts of necromancy. Revolted by the liege's foul use of the Chalice, the Knight fled, and our agents offered him sanctuary. Sire, it is your duty to see that such an item be taken from the Gorgon, for he would so misuse it. It must be placed into the care of one who would not abuse its powers, one such as yourself, with the wisdom to see to its proper usage.

Bindier

Difficulty Level: 2

Level of Evil: 2

Relic of Power: Banner of Roele

Relic Effect: Human troops never Rout on battlefield.

Adventure Text: An incredible report has just reached us, Your Highness, about a perfidious deed committed in the Imperial City of Anuire within the last fortnight. A bold thief has stolen the Banner of Roele from the royal armories and successfully eluded capture. (No doubt thanks to the goddess Eloe'le's blessing.) The enraged chamberlain has offered a great reward, one equivalent to at least 3 Gold Bars! Knowing you would be interested in such news, I have added your Spies and Scouts to the hunt for the Banner. Well, Majesty, we have finally succeeded in locating the stronghold of those responsible. I need not go into details of how such information was gained, but it is most reliable. The Roele Banner is in a fortress held by a brigand Knight and his Mercenaries within the province of Bindier in Brosengae. We know not what he plans to do with the royal standard, but I am sure Your Highness knows what action we should take.

Chapter Three: BIRTHRIGHT Adventures



Blackstone

Difficulty Level: 1 Level of Evil: 2

Relic of Power: Farid's Coffer of the realm

Relic Effect: At the end of turn, increases amount of money in Treasury by 20%

Adventure Text: Highness, some very grave information has just been uncovered concerning the kingdom of Boeruine. Its regent has recently come into the possession of an item of great power, Farid's Coffer of the realm. With this extraordinary artifact, his influence and power will swell, and the Iron Throne may well be within his grasp! We must do something quickly, or your own plans may be in peril. Though an open strike against him is ill-advised and quite dangerous, your Spies have learned that he keeps the Coffer under heavy guard at his personal estate, Black Stone castle, outside the capital city. Should a band of lowly brigands raid a country estate while its lord is away, who is to say that it is not mere fate?

Braeme

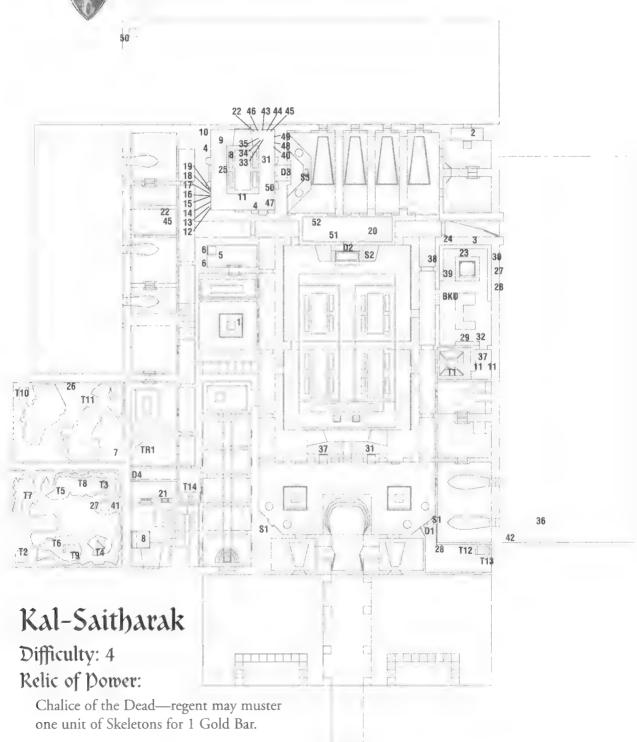
Difficulty Level: 1 Level of Evil: 2

Relic of Power: Sielshegh Gem

Relic Effect: Holder gains 10 Bloodline Points.

Adventure Text: Your Highness, we have just been contacted by the Grand Curate of Ruornil's Celestial Spell. The high temple itself is under attack by an Evil presence. An invisible force has appeared and stalks the sacred halls! Murder is the mildest of its foul deeds, and now other, more substantial creatures have joined it. This wicked assemblage takes the revered shrine for its own. The main temple is now almost empty of the faithful, as the priests have been unable to drive out the foul creatures. The priests appeal to you for aid, for they have heard of your skill and heroism in dealing with such things. They implore you to journey to Braeme and rid them of this evil as soon as you can.





Chapter Three: BIRTSRIGST Adventures



Kal-Saitharak

- 1. Amulet of Speed
- 2. Amulet of Feather Fall
- 3. Balm of Healing
- 4. Blue Gem
- 5. Book of Vile Darkness
- 6. Candle of Invocation
- 7. Chalice of the Dead
- 8. Cloak of Protection 3
- 9. Gauntlets of Ogre Power
- 10. Gauntlets of Dexterity
- 11. Green Gem
- 12. Ioun Stone (Dusty Rose)
- 13. Joun Stone (Pearly White)
- 14. Ioun Stone (Pink and Green)
- 15. Ioun Stone (Pink)
- 16. Ioun Stone (Deep Red)
- 17. Ioun Stone (Incandescent Blue)
- 18. Ioun Stone (Scarlet and Blue)
- 19. Ioun Stone (Pale Blue)
- 20. Blue Key
- 21. Bone Key
- 22. Lbrm/Ineff. Damnation
- 23. Oil of Sharpness 3
- 24. Oil of Sharpness 1
- 25. Oil of Sharpness 5
- 26. Potion of Flying
- 27. Potion of Extra Healing
- 28. Potion of Fire Resistance
- 29. Potion of Hill Giant Strength
- 30. Potion of Healing
- 31. Potion of Invulnerability

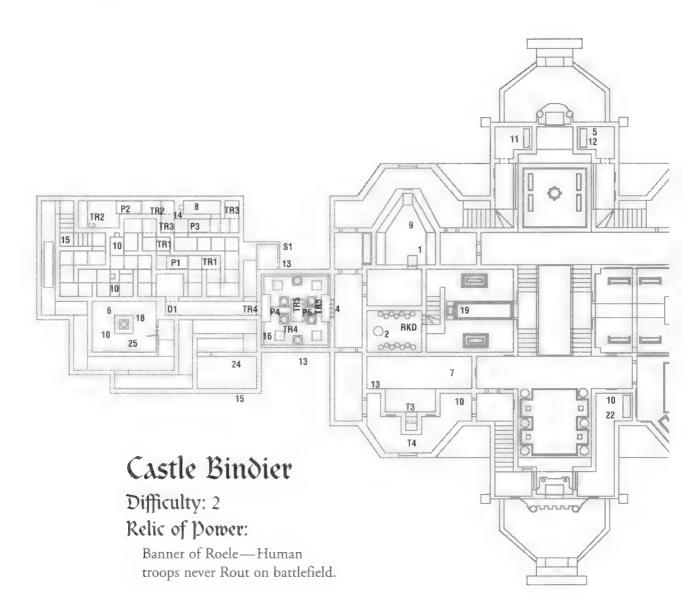
- 32. Potion of Titan Strength
- 33. Ring of Resistance 3
- 34. Ring of Regeneration
- 35. Ring of Protection 4
- 36. Ring of Fire Resistance
- 37. Rod of Resurrection
- 38. Scroll of Armor Enhancement 2
- 39. Scroll of Armor
- 40. Scroll of Armor Enhancement 5
- 41. Ring of Striding and Springing
- 42. Staff of Curing
- 43. Tome of Sorcerers' Lore
- 44. Tome of the High Wizards
- 45. Tome of the Mage Lords
- 46. Tome of the Mystic Mages
- 47. Wand of Flesh to Stone
- 48 Wand of Frost
- 49. Wand of Fire
- 50. Wand of Lightning
- 51. Wand of Magic Detection
- 52. Wand of Secret Detection

Switches, Doors, Teleports, and Trigger Lines

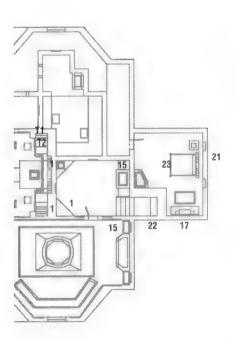
- S1 Opens D1 S2 Opens D2
- S2 Opens D2 S3 Opens D3
- TR1 Opens D4

- T1 Goes to T2
- T3 Goes to T4
- T5 Goes to T6
- T7 Goes to T8
- T9 Goes to T10
- T11 Goes to T12
- T13 Goes to T14

- Enter the castle, and pass through small door into Feast Hall. Jump up to the right side of the fireplace and hit a switch to access a secret room.
- From the Feast Hall, enter the first doorway on the left. Go across the hall and enter the door. Go to the south doorway and continue into the last small room. There is a teleport line there that takes you to another room in the southwest.
- Stand and face north after teleporting. Activate fire protection, and walk into the lava pit, where you'll teleport again.
- Go east to the southeast corner, and jump west to a ledge which leads to another room.
- Jump over the lava instead of going between the two pits, and claim the relic of power.







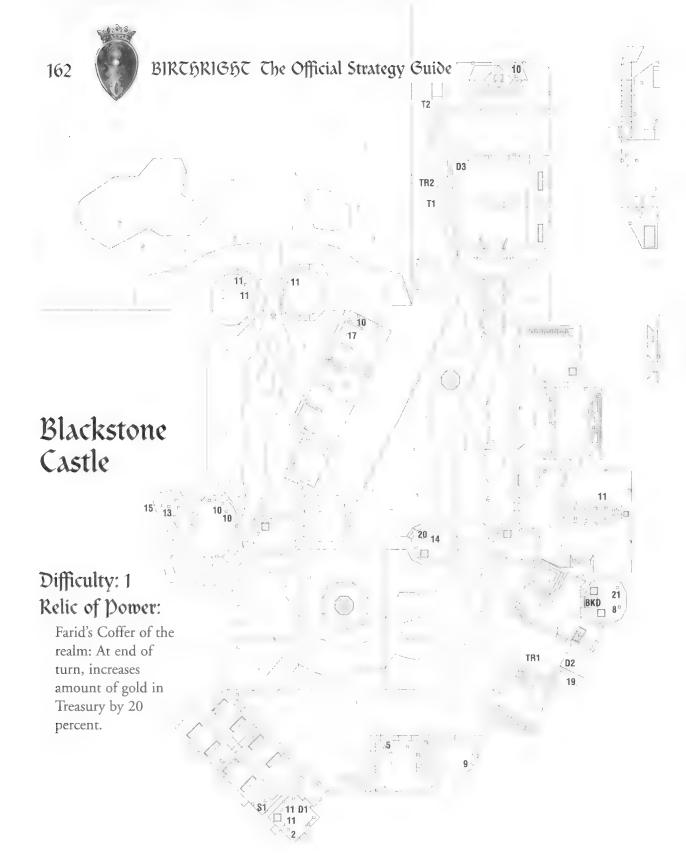
Castle Bindier

- 1. Balm of Healing
- 2. Banner of Roele
- 3. Book of Exalted Deeds
- 4. Gauntlets of Dexterity
- 5. Ioun Stone (Deep Red)
- 6. Red Key
- 7. Blue Key
- 8. Necklace of Missiles
- 9. Oil of Sharpness 3
- 10. Potion of Extra Healing
- 11. Potion of Stone Giant Strength
- 12. Potion of Fire Giant Strength
- 13. Potion of Flying
- 14. Potion of Fire Resistance
- 15. Potion of Healing
- 16. Ring of Regeneration
- 17. Ring of Protection 3
- 18. Ring of Nightvision
- 19. Scroll of Armor Enhancement 1
- 20. Scroll of Armor Enhancement 2
- 21. Tome of the High Wizards
- 22. Wand of Lightning
- 23. Wand of Magic Detection
- 24. Wand of Frost
- 25. Wand of Fire

Switches, Triggers, Doors, Platforms, and Teleports

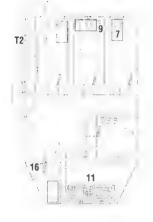
- T1 Goes to T3
- T4 Goes to T2
- S1 Opens D1
- TR1 Raises P1
- TR2 Raises P2
- TR3 Raises P3
- TR4 Raises P4
- TR5 Raises P5
- RKD: Red Key Door

- Take the first hallway on the left after entering the castle. Take any left-hand turns you come upon until you find a large door on the left. Enter.
- Work your way through the maze to a large room with the Red Key.
- Retrace your steps to the castle's central hallway.
- Enter the room on the lefthand side of the grand hallway, and pass through to the stairs exiting the far wall.
- Open the Red Key door and enter the Treasury: Search for the relic of power.

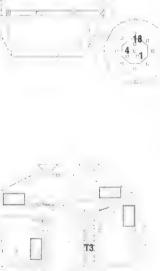












Blackstone Castle

- 1. Balm of Healing
- 2. Cloak of Protection 2
- 3. Farid's Coffer of the realm
- 4. Ioun Stone (Pale Blue)
- 5. Black Key
- 6. White Key
- 7. Silver Key
- 8. Necklace of Missiles
- 9. Oil of Sharpness
- 10. Potion of Extra Healing
- 11. Potion of Healing
- 12. Potion of Invulnerability
- 13. Potion of Storm Giant Strength
- 14. Ring of Protection 3
- 15. Ring of Nightvision
- 16. Rod of Resurrection
- 17. Scroll of Armor Enhancement 3
- 18. Scroll of Armor **Enhancement 5**
- 19. Wand of Frost
- 20. Wand of Enemy Detection
- 21. Wand of Flesh to Stone
- 22. Wand of Secret Detection

Switches, Trigger Lines, Teleports, and Doors

S1 Opens D1

TR1 Opens D2

TR2 Opens D3

Goes to T1 T1

T2 Goes to T2

T3 Goes to T3

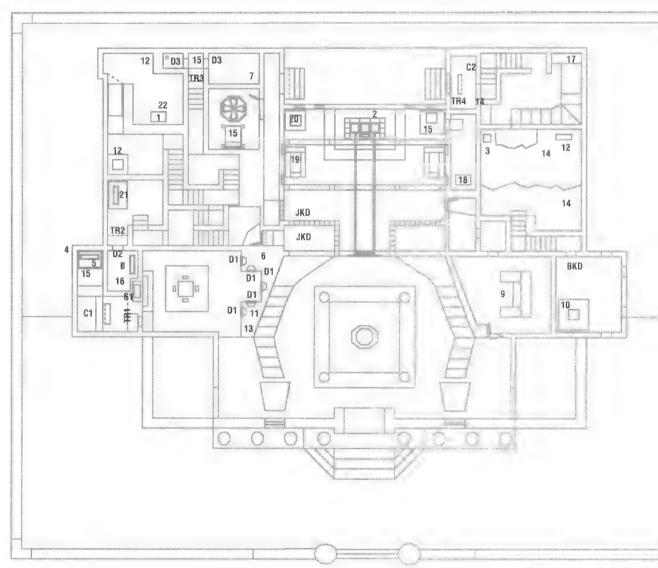
BKD Black Key Door

WKD White Key Door

SKD Silver Key Door

- . Obtain the Silver Key from the northeasternmost bed chamber in the basement of the stronghold.
- . Obtain the White Key from the meeting room on the second floor.
- · Use the White Key on double doors on the west side of the first floor. Go through the door in the northeast corner, access the panel to the right of the table to discover the relic of power.





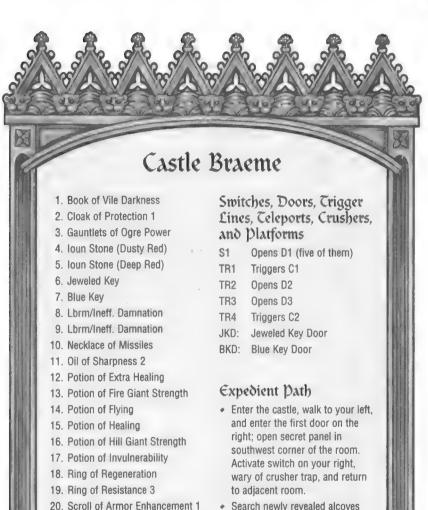
Castle Braeme

Difficulty: 1 Relic of Power:

> Sielshegh Gem—holder gains 10 Bloodline Points

Chapter Three: BIRTHRIGHT Adventures





21. Scroll of Armor Enhancement 2

22. Sielsheah Gem

- Search newly revealed alcoves for Jeweled Key.
- Take first set of stairs near fountain upwards, and go through the door. Take your first right and then the next left. Walk up the pit to activate a lift up to the Treasure Room, and battle Molth-Kambar for the relic of power.

Brak-Nor Castle

Difficulty Level: 1

Level of Evil: 4

Relic of Power: Emperor's Crown.

Relic Effect: Holder gains 30 Bloodline Points.

Adventure Text: Great leader, Evil doings have just been revealed to us by our Scouts. Trouble once more stirs in the Five Peaks. Brak-Nor Castle in northern Alamie serves as base for a band of Azrai renegades whose wicked deeds and practices are so foul that even the temples dedicated to Azrai could not stomach their actions. Their studies of the ancient and forbidden arts have given them limited control over a shadowgate which they can use to enter the most closely guarded vaults. These malignant sorcerers have already used their portal to steal the Emperor's Crown from the Chamberlain in Anuire. Who knows what else they may purloin, and to what foul purposes they will use their growing power? We must stop them, Majesty, before they become too powerful. And, of course, the Emperor's Crown would make a nice addition to your own collection of artifacts of power.

Caer Callin

Difficulty Level: 3

Level of Evil: 3

Relic of Power: Sceptre of Cuiraecen

Relic Effect: All army units gain +1 to their Attack factor. During adventures,

may cast one 12d8 lightning bolt.

Adventure Text: Majesty, please forgive this intrusion, but we have just received a letter of grave import. A small border Knight by the name of Morden, of the Kingdom of Aerenwe, has unearthed a dark secret that has lain buried for far too long. The weight of this knowledge burdens all who live within the realm. It seems that the previous ruling family of his demesne had sold themselves to the



darker powers. In return for a fleeting benefit, these dark forces were allowed to cross over from the shadow realms. It has long been thought that all had been eradicated, but now a dark fiend has arisen to trouble his lands. It has gone well past the stage of petty villainies, with the fiend having taken control of the Caer Callin and seized the minds of many of Aerenwe's loyal men-at-arms. Morden sends his appeal to you for aid in ridding his realm of this foul fiend, promising that you may have anything of value it may possess.

Caerlinien

Difficulty Level: 2 Level of Evil: 2

Relic of Power: Barazad's Tools

Relic Effect: All build costs are -25% gold to construct.

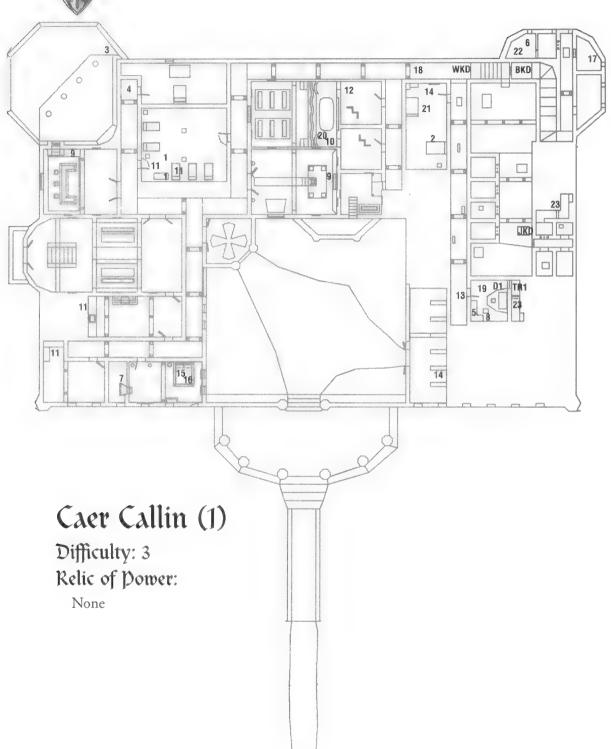
Adventure Text: Revered Majesty, we have been watching the industrious and interesting activities of the ruler of Cariele. As you know, the royal castle in Caerlinien has been under constant construction and remodeling for many years now. All this work goes well, but the interesting thing is that he spends very little gold on his hobby of castle building. Magic is most surely involved, or how could he afford all the work that has been done? I have been watching, and the reports of your Spies confirm my suspicions. He accomplishes the work with a set of magical tools, Barazad's Tools to be exact—those wondrous artifacts forged by master Dwarven smiths who were also great Mages. With them, raising a great castle is but child's play. By Haelyn's Grace, such tools would be a useful addition to your realm.

Chapter Three: BIRTARIGAT Adventures

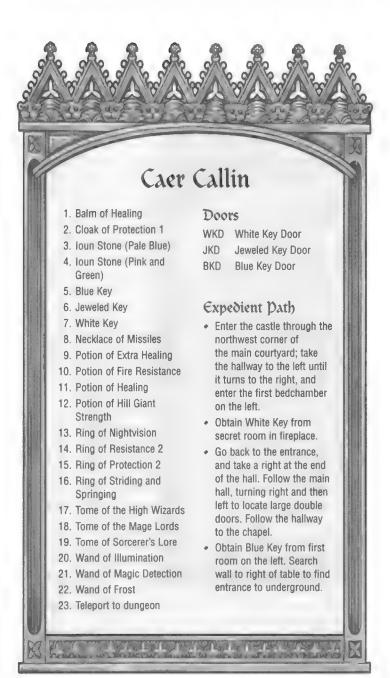


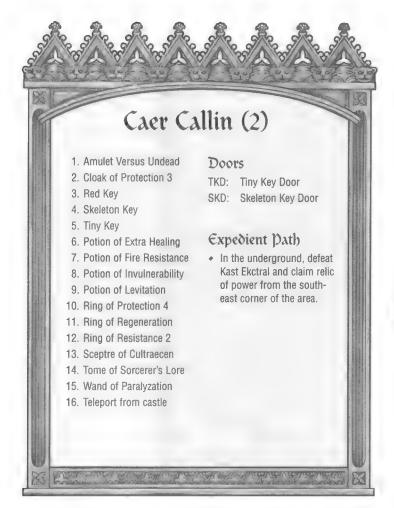


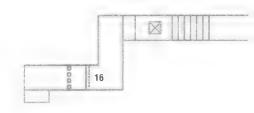












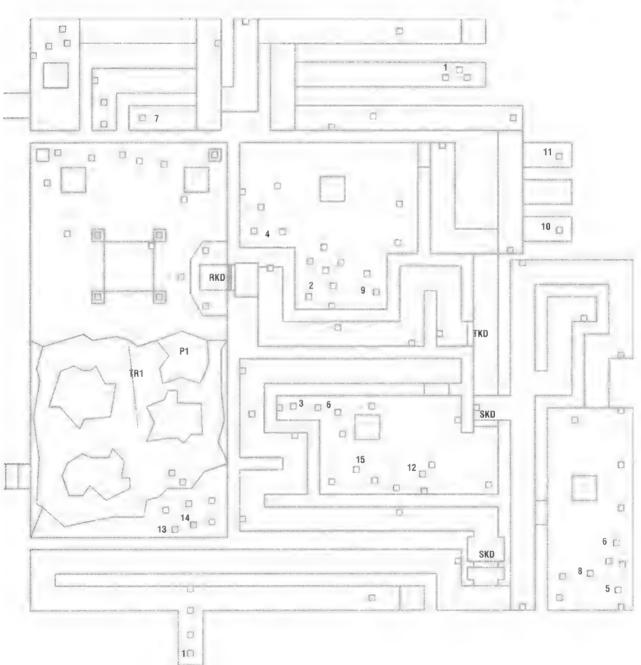


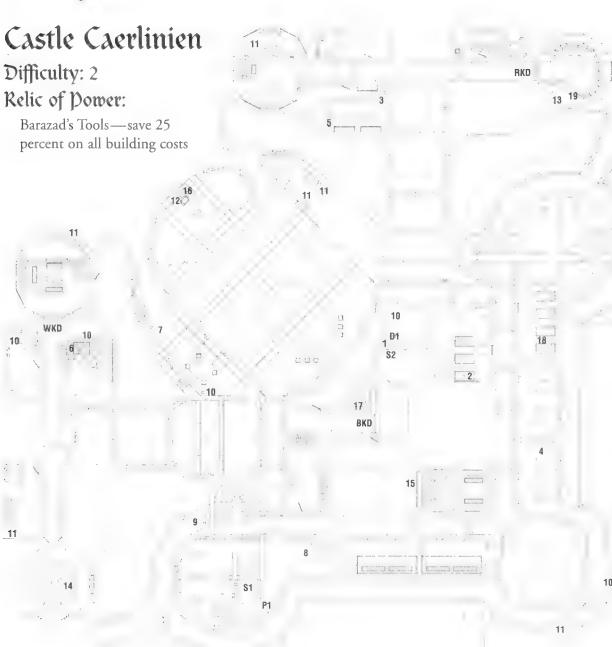
Caer Callin (2)

Difficulty: 3 Relic of Dower:

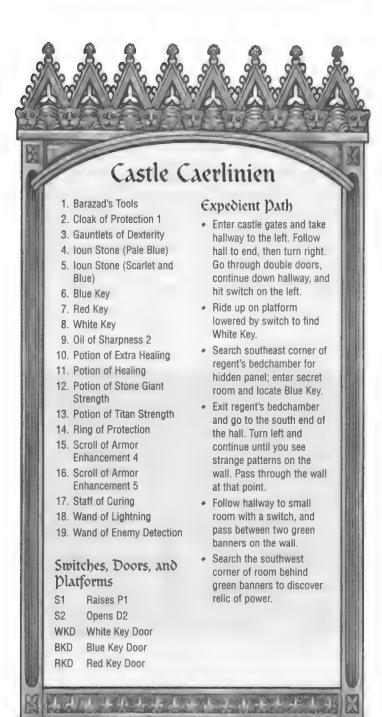
Sceptre of Cultraecen all army units gain +1 to their attack factor; during adventures, player may cast one 12-96 point lightning bolt

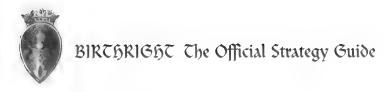












Castle Aglondier

Difficulty Level: 2 Level of Evil: 2

Relic of Power: Ioun Fist

Relic Effect: Character level raised by 2.

Adventure Text: Highness, rumors have reached us that the Rogr Aglondier, ruler of Ilien has gained control of a Sielshegh stone of great quality. His is a tiny realm, and his power small in comparison to those who serve you. As a consequence, it is fitting that such an artifact be held in your Treasury and none other. Our attempts to persuade him to share the power of the stone have been insultingly rebuffed. Such is not right and the punishment should be fitting; do you not think so, glorious leader? The stone shall be yours, you have but to reach out and take it.



Ogre

Chapter Three: Birthright Adventures



Difficulty Level: 1 Level of Evil: 2

Relic of Power: Torc of Splendor

Relic Effect: Possessor gains a Charisma of 18.

Adventure Text: Your Majesty, a crazed madman and his henchmen are running amok through the halls of Castle Haes, Baron Hastur's stronghold in Tuornen. No doubt the villains have been driven insane from the dual ravages of war and a lust for power. The Baron begs your aid in scouring his home of this resident evil. Highness, it will be greatly to your advantage to deal with this yourself, for Baron Hastur is quite influential. And perhaps these ruffians will have something of value, for one can only wonder how they could accomplish their task without the aid of magic.

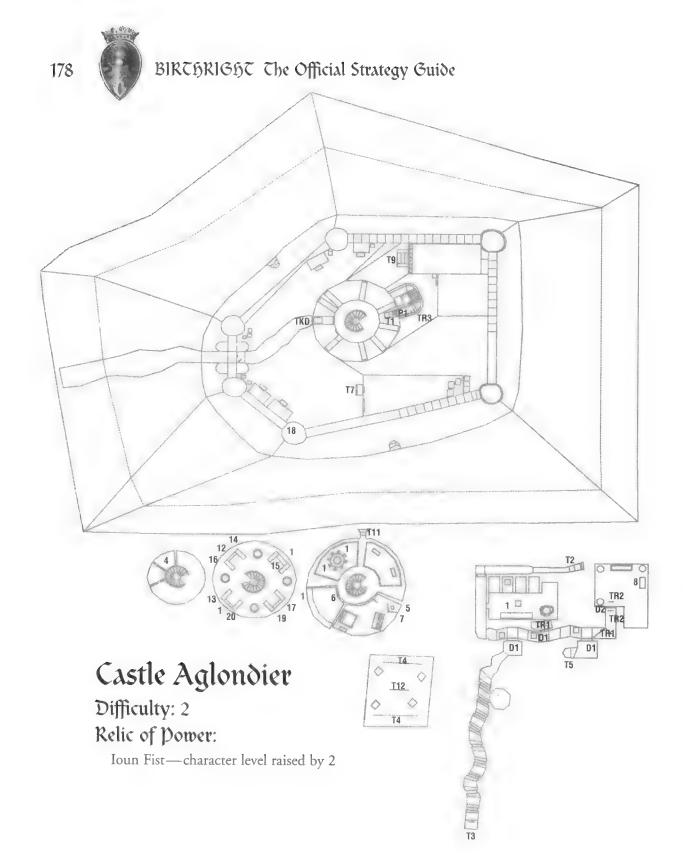
Drak Wal

Difficulty Level: 3 Level of Evil: 2

Relic of Power: Amulet of Inspiration

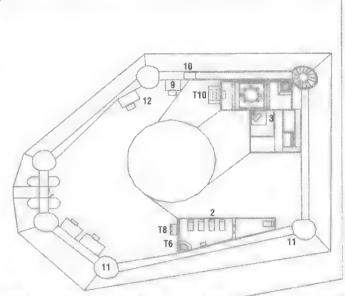
Relic Effect: Morale for all army units is increased by one level.

Adventure Text: My most revered Majesty, strange news has reached us from the Drak Mal castle in the Kingdom of Thurazor. King Tie'Skar Graecher has been seized and imprisoned by a cabal of Goblin nobles loyal to the Gorgon. It seems that the Gorgon feels the King has become too willing to deal with humans, so plans to put someone more pliable on the throne. Elements still loyal to King Graecher have contacted us and seek your aid in rescuing and restoring Graecher to the throne. In return, they promise alliance and cooperation in working against the dreaded Gorgon. It would be a bold gamble, but if you could free the King, much might be accomplished in the north.



Chapter Three: BIRTHRIGHT Adventures







Castle Aglondier

- 1. Balm of Healing
- 2. Gauntlets of Dexterity
- 3. Green Gem
- 4. Joune Fist
- 5. Ioun Stone (Pale Blue)
- 6. Ioun Stone (Scarlet and Blue)
- 7. Ioun Stone (Dusty Rose)
- 8. Silver Key
- 9. Tiny Key
- 10. Oil of Sharpness 4
- 11. Potion of Extra Healing
- 12. Potion of Healing
- 13. Scroll of Armor Enhancement 1
- 14. Scroll of Armor Enhancement 4
- 15. Staff of Curing
- 16. Tome of the High Wizards
- 17. Tome of the Mage Lords
- 18. Wand of Frost
- 19. Wand of Flesh to Stone
- 20. Wand of Enemy Detection

Doors, Teleports, Trigger Lines, and Dlatforms

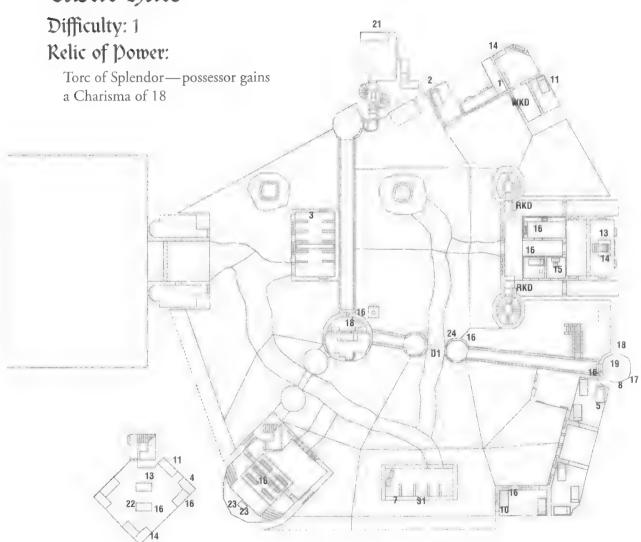
- T1 Goes to T2
- T3 Goes to T4
- T5 Goes to T6
- T7 Goes to T8
- T9 Goes to T10
- T11 Goes to T12
- TR1 Opens D1
- TR2 Opens D2
- TR3 Lowers P1
- TKD Tiny Key Door

Expedient Dath

 Enter the Feast Hall in the northeast corner, and take the hallway at the back of that

- room. Take the first right, and get the Green Gem off the desk. Follow the hall downstairs and get the Tiny Key.
- Go back to the courtyard and enter the tower in the center. Go to the top of the tower, and through the window to the right of the table (into the dark).
- Follow the hallway, turning right at the "T" to reach a room at the end; inside is the Silver Key.
- Go back out into the hall and enter the first alcove on the left; you'll be teleported back to the courtyard.
- Re-enter the tower and ascend to the first floor; go through the two storage rooms with doors to locate the relic of power.

Castle Haes











- 1. Candle of Invocation
- 2. Cloak of Protection 2
- 3. Gauntlets of Dexterity
- 4. Gauntlets of Ogre Power
- 5. Green Gem
- 6. Ioun Stone (Dusty Rose)
- 7. Ioun Stone (Pink and Green)
- 8. Red Key
- 9. Tiny Key
- 10. White Key
- 11. Necklace of Missiles
- 12. Oil of Sharpness 2
- 13. Oil of Sharpness 3
- 14. Potion of Extra Healing
- 15. Potion of Frost Giant Strength
- 16. Potion of Healing
- 17. Ring of Jumping
- 18. Scroll of Armor Enhancement 4
- 19. Ring of Striding and Springing
- 20. Tome of the High Wizards
- 21. Torc of Splendor
- 22. Tome of the Mystic Mages
- 23. Vial of Holy Water
- 24. Wand of Frost

Switches and Doors

S1 Opens D1

RKD Red Key Door

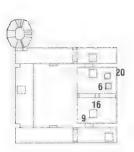
WKD White Key Door

JKD Jeweled Key Door

TKD Tiny Key Door

Expedient Dath

- Hit the switch in the stable area to lower the large door in the middle of the courtyard.
- Go up the stairs and to the left into the guards' tower to obtain the Red Key.
- Locate the Tiny Key on the floor of the main room in the basement of the stronghold.
- Use the Tiny Key on the door in the southwest corner of the top floor of the stronghold. Jump in the toilet, and follow the sewer to the room with the relic of power.



Chapter Three: BIRTHRIGHT Adventures





Brak Mal Castle

- 1. Amulet Versus Undead
- 2. Book of Vile Darkness
- 3. Book of Exalted Deeds
- 4. Cloak of Protection 3
- 5. Gauntlets of Dexterity
- 6. Gem of Shifting
- 7. Goblin King
- 8. Green Gem
- 9. Ioun Stone (Incandescent Blue)
- 10. Ioun Stone (Dusty Rose)
- 11. Ioun Stone (Pink and Green)
- 12. Blue Key
- 13. Skeleton Key
- 14. Jeweled Kev
- 15. Necklace of Missiles
- 16. Oil of Sharpness 5
- To. On or onarphoss o
- 17. Potion of Extra Healing
- 18. Potion of Fire Giant Strength
- 19. Potion of Healing
- 20. Potion of Hill Giant Strength
- 21. Potion of Invulnerability
- 22. Potion of Storm Giant Strength
- 23. Ring of Regeneration
- 24. Ring of Resistance 3
- 25. Ring of Protection 4
- 26. Ring of Jumping
- 27. Scroll of Armor Enhancement 2
- 28. Scroll of Armor Enhancement 4
- 29. Wand of Enemy Detection

- 30. Wand of Illumination
- 31. Wand of Illumination
- 32. Teleport from castle

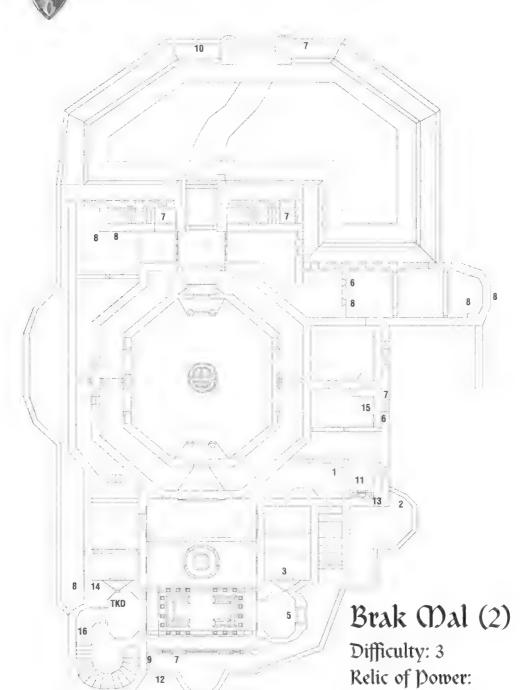
Doors

- BKD Blue Key Door
- JKD Jeweled Key Door
- SKD Skeleton Key Door

Expedient Dath

- Enter the catacombs and follow the hallway, turning to the right when you must. Follow that passage until you come to the first big opening on the left. In the room with the Ogres, the Jeweled Key is on the ledge to your right. Use the ladder in the back of the room to reach the opposite ledge, and jump across to claim the key.
- Go back to the main hallway and turn right. Go straight until you come to a door; follow the hallway beyond until you reach the small lava pit, then take the second right.
- Go through the doorway at the end of the room, and claim the Blue Key off the small ledge. Backtrack to the lava hallway, turn right and go through the door. Click on the Goblin King to receive the relic of power.

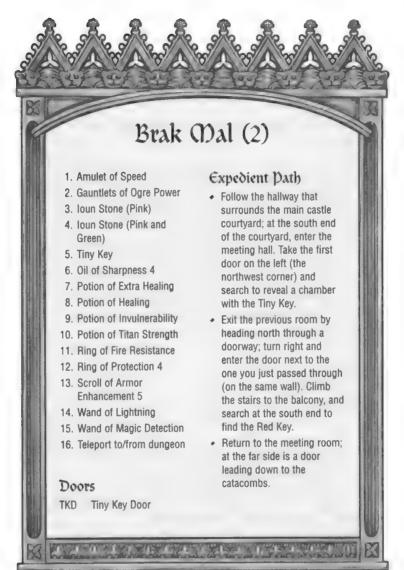
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None

Chapter Three: BIRTHRIGHT Adventures





Elfwash Keep

Difficulty Level: 1 Level of Evil: 2

Relic of Power: Dierdrien's Ring

Relic Effect: Once per domain turn, a wizard regent may forge a ley line without

expending an action.

Adventure Text: Your Highness and most revered leader, the pillaging by Rhuobhe's Elves worsens. The Manslayer has taken Elfwash Keep, a small border fort in Boeruine and raids the surrounding country unrelentingly. He has left his chief henchman, Nhoun the Elf, in charge. Boeruine's regent tried to strike back with his local troops but failed. His supply columns have been harassed so unmercifully that they cannot reach the fort. Majesty, if we were to use the tactics of the Manslayer ourselves, and avoid the use of large masses of troops, victory could be ours. If you were to lead just a few chosen fighters to the area, I am sure you would be able to sneak in and strike at Nhoun himself. Taking back the fort would surely place Boeruine in your debt.

Falcon's Roost

Difficulty Level: 3

Level of Evil: 4

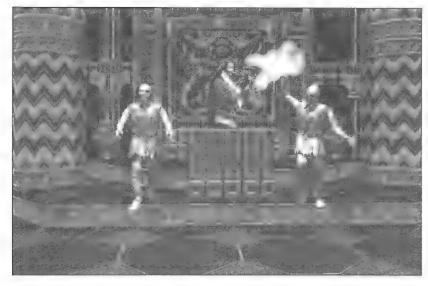
Relic of Power: Crown of Command

Relic Effect: Gain one extra Action phase per turn.

Adventure Text: My liege, you remember Caine, the powerful wizard serving the regent of Endier? We have discovered he holds the Crown of Command, an artifact of incredible power. With it his abilities are greatly increased, as might yours be, Sire, if you held the Crown yourself. My Magics and more mundane agents have discovered a way into Falcon's Roost, his mysterious tower. Once inside, you have but to steal your way to his treasure room and make the Crown yours! I am sure there will be ample opportunity to acquire other items of great use on the way. Of course, I need not mention the extreme danger of such an undertaking, but I feel the gain is well worth the risk.

Chapter Three: Birthright Adventures





Zombie

Gaelin's Keep

Difficulty Level: 3

Level of Evil: 3

Relic of Power: Gavelon's Staff of Prosperity

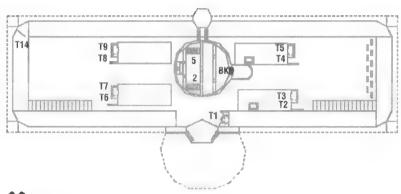
Relic Effect: When determining tax results maximum roll is always made.

Adventure Text: Your Highness, an emissary has just arrived from the rulers of Thasbyrn. The groom-to-be of their daughter is missing; he disappeared while traveling on behalf of the Impregnable Heart of Haelyn. His mission had taken him to the Five Peaks area, where he was negotiating on behalf of the priests of that order. The groom has been seized by a tribe of Goblins inhabiting Gaelin's Keep, a strong warren in the wilds of northern Mhoried. Our agents found the hidden paths to the Goblin's keep. It is in your power now to aid this young man and gather no small amount of influence with both Haelyn's church and the rulers of Thasbyrn.





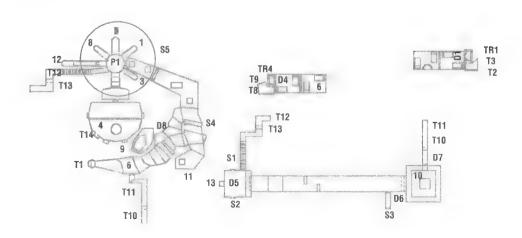




Elfwash Keep

Difficulty: 1 Relic of Power:

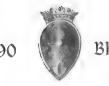
Dierdrien's Ring: Three times each year the user may forge a ley line with automatic success without expending a domain action.



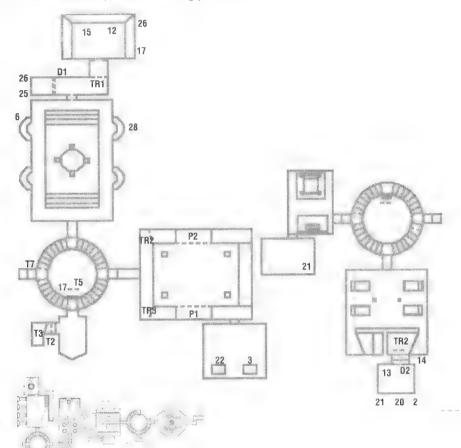
Chapter Three: BIRTSRIGST Adventures







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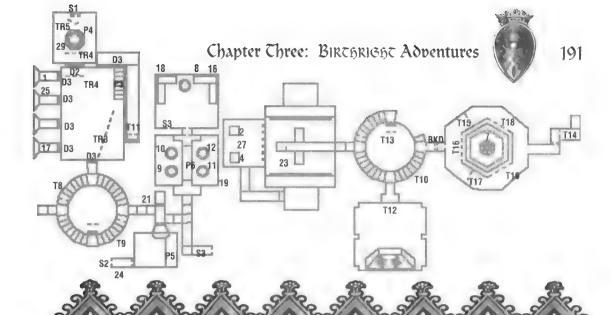




Falcon's Roost

Difficulty: 3 Relic of Dower:

> Crown of Command gives one extra domain action per turn



Falcon's Roost

- 1. Amulet Versus Undead
- 2. Amulet of Feather Fall
- 3. Balm of Healing
- 4. Candle of Invocation
- 5. Cloak of Protection 2
- 6. Cloak of Protection 3
- 7. Crown of Command
- 8. Gauntlets of Dexterity
- 9. Ioun Stone (Pink and Green)
- 10. Ioun Stone (Deep Red)
- 11. Ioun Stone (Incandescent Blue)
- 12. Ioun Stone (Pale Blue)
- 13. Blue Key
- 14. Libram/Silver Magic
- 15. Oil of Sharpness 3
- 16. Potion of Diminution
- 17. Potion of Extra Healing
- 18. Potion of Fire Giant Strength
- 19. Potion of Flying
- 20. Potion of Frost Giant Strength
- 21. Potion of Healing
- 22. Potion of Hill Giant Strength
- 23. Potion of Levitation
- 24. Rod of Resurrection

- 25. Tome of Sorcerers' Lore
- 26. Tome of the High Wizards
- 27. Tome of the Mage Lords
- 28. Tome of the Mystic Mages
- 29. Wand of Fire

Switches, Doors. Teleports. Dlatforms. and Trigger Lines

S1	Opens D3
S2	Raises P5
S3	Raises P6
TR1	Opens D1
TR2	Opens P2
TR3	Opens P3
TR4	Opens D2
TR5	Raises P4

Goes to T2 T1 T3 Goes to T4

T5 Goes to T6 T7 Goes to T8

T13

T9 Goes to T10 T11 Goes to T12

Goes Outside

T14 Goes Outside

T15-T19: Lowers Vault Exposing

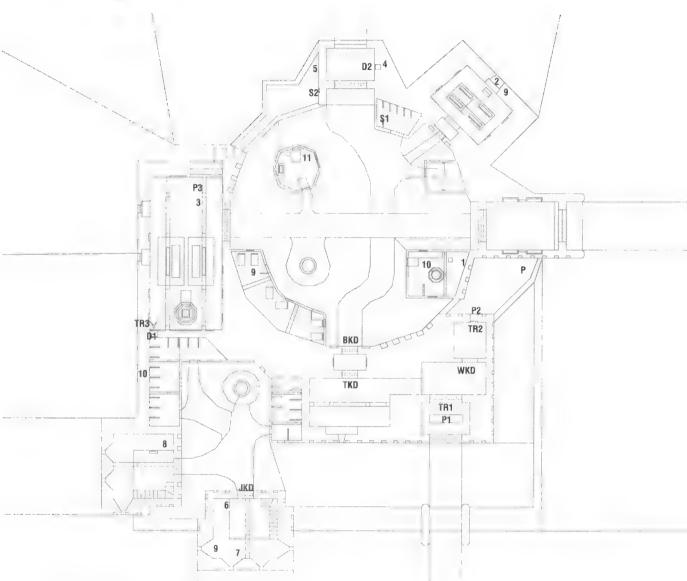
ROP

BKD Blue Key Door

Expedient Dath

- · Enter tower in southwest portion of Swamp, and use flight potions to fly in the direction of the arrow on the floor: vou'll locate the entrance to Falcon's Roost halfway up the side of another tower.
- Access the central stairwell, and go up the stairs.
- · Enter the fourth doorway, and work your way to the back room. Activate the secret panel on the south wall to reveal a secret room with the Blue Kev.
- Return to the central stairwell, and head upstairs, this time taking the fifth door you find. Work your way straight through the rooms to locate the relic of power.

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Gaelin's Keep

Difficulty: 3

Relic of Dower:

Rescue Prince Cathbirn, receive Staff of Prosperity—maximum taxes are always collected and Bless Land Spell on all provinces

Chapter Three: BIRTARIGAT Adventures





Gaelins Keep

- 1. Amulet of Speed
- 2. Book of Exalted Deeds
- 3. Blue Key
- 4. Jeweled Key
- 5. Tiny Key
- 6. White Key
- 7. Necklace of Missiles
- 8. Oil of Sharpness 3
- 9. Potion of Extra Healing
- 10. Potion of Healing
- 11. Tome of the High Wizards
- P: Prince

Switches, Doors, Trigger Lines, and Platforms

S1 Lowers P3

S2 Opens D2

TR1 Activates P1

TR2 Activates P2

TR3 Opens D1

Expedient Path

- Enter the castle and face north, towards the north gate. Go into the first door to the right of the north gate, the stables. Hit the switch on the wall.
- Return to the courtyard, and head east through the large doors. The

Blue Key is on one of the pillars in the center of the room.

- Face north where you find the Blue Key, and explore the fireplace to discover a passage leading upwards. Follow the passage to the lookout; at the end of the walk is the Tiny Key.
- Throw the switch on the wall near the Tiny Key, and return to the courtyard. Go through the north gate. On the right wall is an open alcove holding the Jeweled Key.
- Go back to the room where you found the Blue Key; in the southwest corner is an arrow pattern pointing to a secret wall. Search to enter the outer stables.
- Enter the building to the south of the small fountain; the White Key is on the floor.
- Head east until you see the large doors north of the south gate. Go through the doors and then the next set very quickly to avoid the crusher Trap.
- Veer right and continue north to find a room with a crawl space in the north wall. Enter the crawl space and ride the platform up; click on the Prince to receive the relic of power.

Lofton

Difficulty Level: 2 Level of Evil: 2

Relic of Power: Corgandal's Staff of Transport

Relic Effect: Aids in shifting troops in one province to another.

Adventure Text: One of our agents traveling through the province of Deseirain heard stories told of an old staff kept in the treasure room of Castle Lofton, the hold of a local Baron. The locals say it is magical and has been there for centuries, an heirloom long ignored by its arrogant owner. We have compared the agent's report with our records, and it seems he describes a staff most like that of the long lost Corgandal's Staff of Transport. Majesty, the Baron cares not what great power he has sealed up and forgotten about, and so does not deserve to hold it any longer. I urge you to quickly and forcibly act to seize it for the betterment of your kingdom! We have many more people to care for, and all depend upon you. It is your right; nay, it is your royal obligation, to wield this power in the best interests of your realm.

Malentor's Tower

Difficulty Level: 2
Level of Evil: 3

Relic of Power: Hammer of Thunder

Relic Effect: Counts as a +3 weapon doing 1d10+5 damage.

Adventure Text: Your Majesty, our border Scouts intercepted a band of unwashed and road-beaten Rogues several days ago. They were dealt with in the usual manner, but one of the brigands told a fantastic tale about a place called Malentor's Tower in the Doom's Peak province that holds the fabled Hammer of Thunder. Of course, none of the soldiers took his story very seriously, and the bandit was punished with the rest of the motley crew. It was not until last night that I heard of this tale. Sire, many details of this brigand's story ring *true*, and, after comparison with my own researches concerning this very same item, I am led to believe there is much substance to his tale. Your Highness, we should move quickly to secure the treasure for ourselves before the bandit's story spreads to other well-trained ears.

Chapter Three: Birthright Adventures



Rose Palace

Difficulty Level: 1 Level of Evil: 2

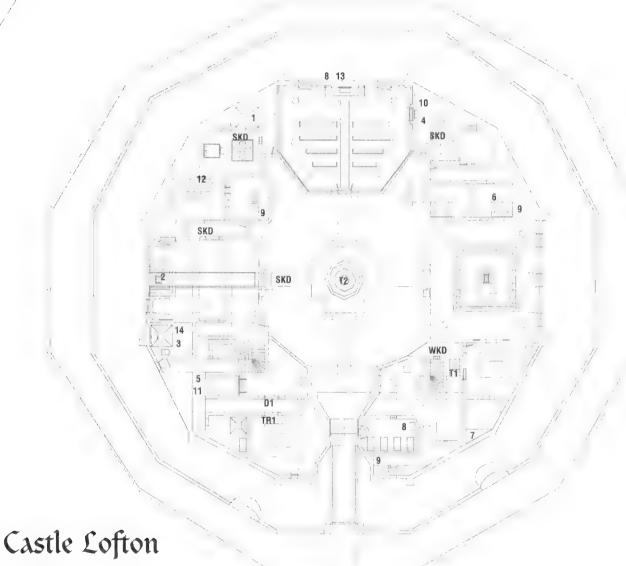
Relic of Power: Danica's Crystal of Scrying

Relic Effect: Reveals all hidden troops on the realm Map.

Adventure Text: While researching new Magics to serve you, Your Highness, we have discovered that within the realm of Talinie, in the Thane's Rose Palace, is hidden Danica's Crystal of Scrying. Its rumored powers are almost legend, yet these rulers have long ignored the Crystal as a gaudy and useless bauble, kept in their treasure rooms out of habit rather than concern for losing a tool of *great* power. They are fools. You should move quickly to add such an important Relic to your collection, Your Majesty. It is your duty to strengthen the realm's power in any manner possible. Nay, Your Highness, it is more than that, it is your birthright!



Thornthr

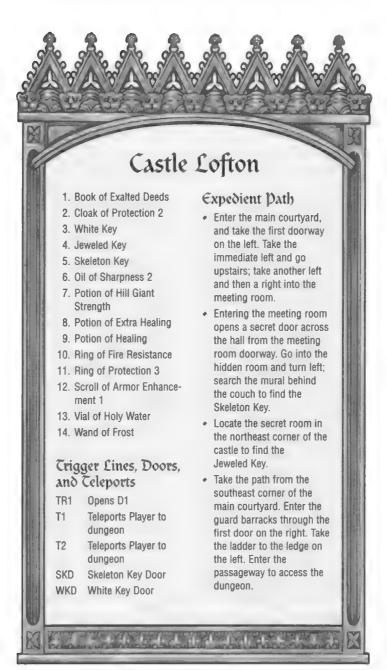


Difficulty: 2

Relic of Dower:

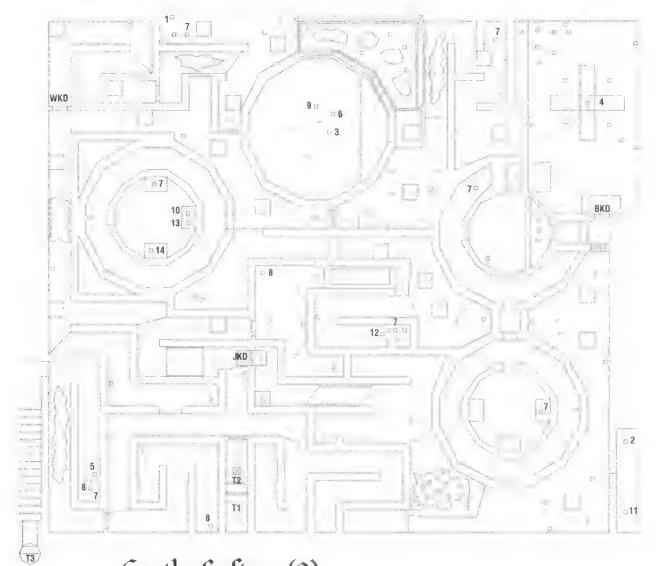
None







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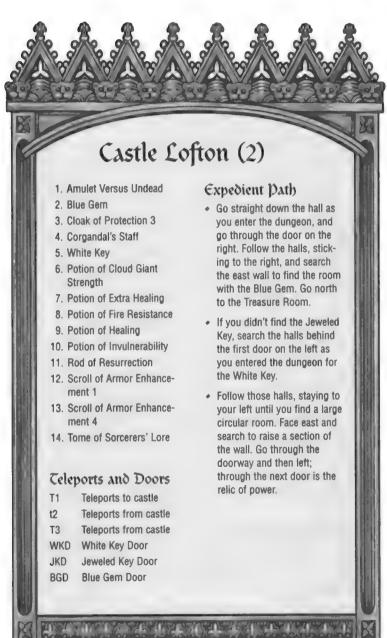
Castle Lofton (2)

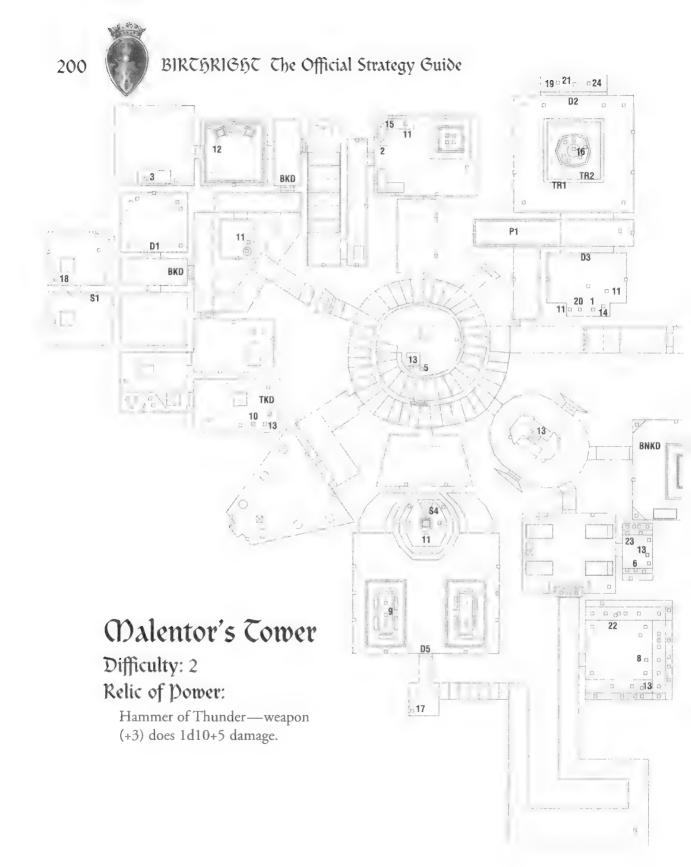
Difficulty: 2 Relic of Power:

Corgandal's Staff—aids in shifting troops from one province to another

Chapter Three: BIRTSRIGST Adventures











Malentor's Tower

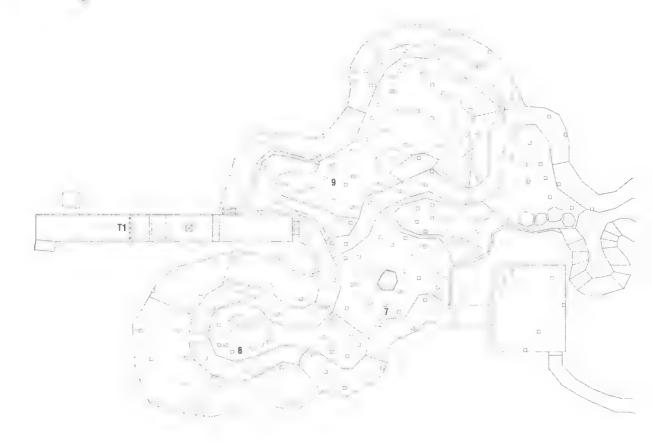
- 1. Balm of Healing
- 2. Candle of Invocation
- 3. Cloak of Protection 2
- 4. Hammer of Thunder
- 5. Blue Key
- 6. Bone Key
- 7. Lbrm/Ineff. Damnation
- 8. Necklace of Missiles
- 9. Oil of Sharpness 4
- 10. Potion of Cloud Giant Strength
- 11. Potion of Extra Healing
- 12. Potion of Fire Resistance
- 13. Potion of Healing
- 14. Potion of Levitation
- 15. Potion of Stone Giant Strength
- 16. Ring of Nightvision
- 17. Ring of Protection 2
- 18. Ring of Resistance 2
- 19. Rod of Resurrection
- 20. Scroll of Armor Enhancement 2
- 21. Staff of Curing
- 22. Tome of the Mage Lords
- 23. Tome of the Mystic Mages
- 24. Wand of Frost

Switches, Doors, Trigger Lines, Platforms, and Teleports

- S1 Opens D1
- S2 Raises Stairs (P2)
- S3 Opens D4
- S4 Opens D5
- TR1 Activates P1
- TR2 Opens D2 and D3
- BKD Blue Key Door
- TKD Tiny Key Door
- BNKD Bone Key Door
- TK Tiny Key

Expedient Path

- Search barracks one level below starting point to locate Bone Key.
- · Obtain Blue Key from top of stairs.
- Walk through stained-glass window to secret area; head left, through door, and subsequent two rooms to find Tiny Key.
- Use two keys to enter King's chamber near barracks. Use wall switch to lower stairs, and the switch on the right at the bottom to access relic of power.



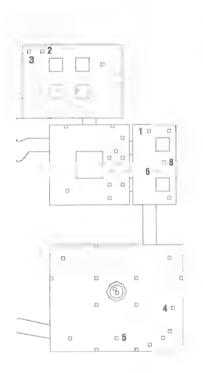
Malentor's Castle (2)

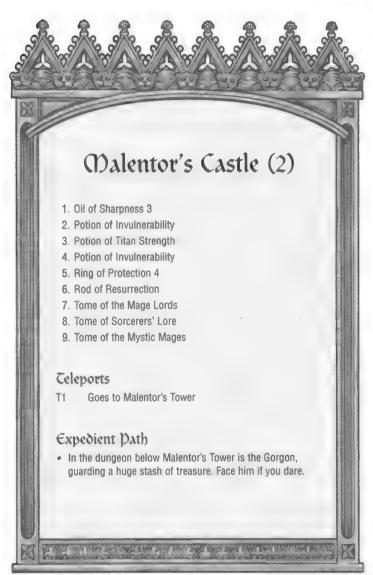
Difficulty: 2 Relic of Dower:

None

Chapter Three: Birthrisht Adventures









SKD

The Rose Palace

Difficulty: 1 Relic of Power:

Danica's Crystal of Scrying—reveals all hidden troops on the realm Map.

Chapter Three: Birthrisht Adventures





Ruorven

Difficulty Level: 2 Level of Evil: 2

Relic of Power: Faele's Ring

Relic Effect: Once every domain turn, user may cast realm Spells in any province

without it costing a domain turn.

Adventure Text: Your Most Revered Majesty, information has reached us about a threat to the peace of the Kingdom of Coeranys. It seems that one of the Chimera's spawn has made its way to the swamps surrounding the capital of Ruorven, and there taken over the home Castle of Brondorson, an important noble in that country. The Awnshegh has brought in its own troops and now terrorizes the local populace. The queen has not been able to vanquish the abomination, and the Brondorsons have made a general appeal for help. If you were to rid Coeranys of this menace, I am sure there would be great political benefit.

The Spider's Lair

Difficulty Level: 4

Level of Evil: 4

Relic of Power: Nappolan's War Tome

Relic Effect: Cost to Move troops is -25% gold.

Adventure Text: Majesty, it has come to our attention that after decades of raids and depredations, the Spider has recently acquired several magical items of great power. We should no longer ignore this threat Your Majesty, for now this foul Awnshegh may have become a *true* threat to our realm, rather than the nuisance raider he has proven in the past. We must pluck his new fangs before he learns to use them against us. Unfortunately, along with its many natural dangers such as acid pits and sturdy webs, the Spider's Lair is charmingly host to a wide range of dread occupants. The Gnolls, Goblins, and Giant Arachnids patrolling the wood are enslaved and loyal to the Awnshegh. Only the best and bravest of your subjects would have a chance in this foul den.

Chapter Three: BIRTSRIGST Adventures



Difficulty Level: 4

Level of Evil: 5

Relic of Power: Vaubenel's Book of Fortification

Relic Effect: Cost to Fortify a location -25%.

Adventure Text: Glorious Leader, deep within the swamps of Spirit's End in Osoerde, a gateway has opened into the edges of the Shadow World. Crazed beasts rampantly pillage the surrounding countryside, causing destruction and great dismay for all who live there. Someone must seal this portal, and of course, the one to do so will win much acclaim and honor. We should be the first to seize this opportunity to further your plans for the Iron Throne!

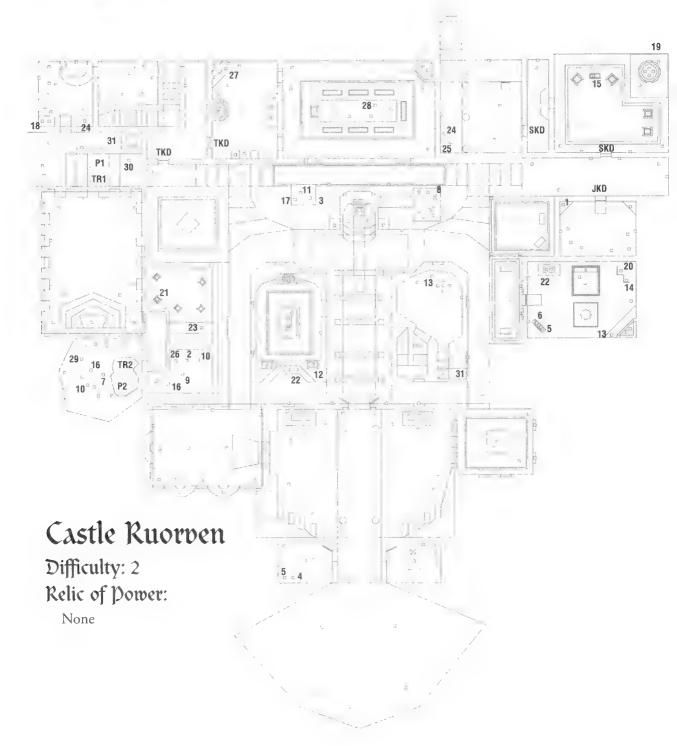
Stormpoint

Difficulty Level: 2 Level of Evil: 4

Relic of Power: Robes of the Masses

Relic Effect: Possessor gains a +5 to any Agitate Action.

Adventure Text: Khorien, the wizard of Taeghas, has begun to be even more of a feeble ruler in thrall to Prince Avan of Avanil. None respect him and are willing to come to his aid. But he has accumulated much wealth and items of Magic within his stronghold of Stormpoint. In spite of his Magic artifacts and mighty fortress, he is weak and ripe for the pickings. I believe we should visit this weak fool and relieve him of the weight of Magic that surely burdens him unnecessarily.



Chapter Three: BIRTSRIGST Adventures





Castle Ruorven

- 1. Balm of Healing
- 2. Gauntlets of Ogre Power
- 3. Gem of Shifting
- 4. Ioun Stone (Deep Red)
- 5. Ioun Stone (Dusty Rose)
- 6. Ioun Stone (Incandescent Blue)
- 7. Jeweled Key
- 8. Tiny Key
- 9. Silver Key
- 10. Necklace of Missiles
- 11. Oil of Sharpness 5
- 12. Potion of Cloud Giant Strength
- 13. Potion of Extra Healing
- 14. Potion of Invulnerability
- 15. Potion of Fire Giant Strength
- 16. Potion of Fire Resistance
- 17. Potion of Flying
- 18. Potion of Healing
- 19. Ring of Resistance 3
- 20. Ring of Regeneration
- 21. Ring of Nightvision
- 22. Scroll of Armor Enhancement 2
- 23. Scroll of Armor Enhancement 1
- 24. Staff of Curing

- 25. Tome of the Mage Lords
- 26. Tome of the High Wizards
- 27. Vial of Holy Water
- 28. Wand of Flesh to Stone
- 29. Wand of Enemy Detection
- 30. Wand of Lightning
- 31. Teleport to dungeon

Trigger Lines, Platforms, and Doors

TR1 Raises P1

TR2 Raises P2

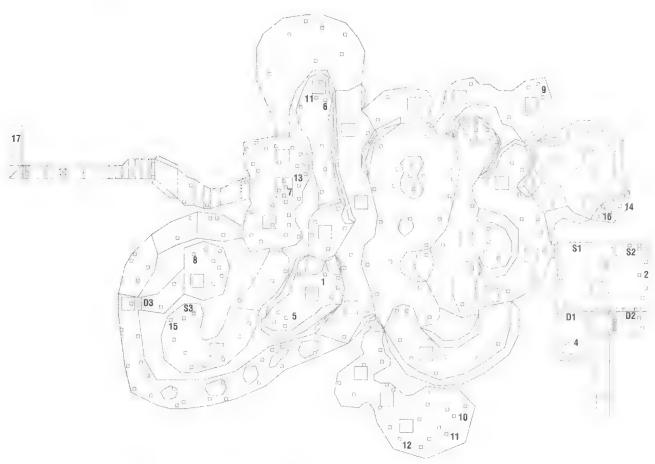
TKD Tiny Key Door

SKD Silver Key Door

JKD Jeweled Key Door

Expedient Path

 Enter the castle, and go through the doorway that's the second right. Follow the hallway until you are teleported to the dungeon.

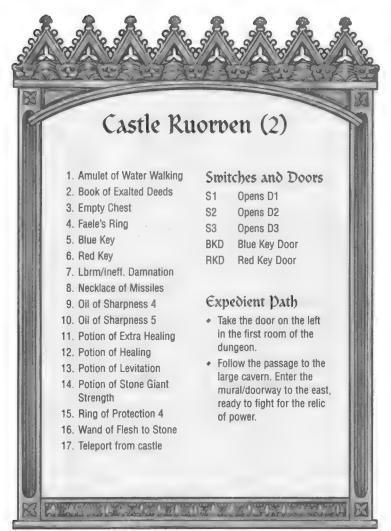


Castle Rourven (2)

Difficulty: 2 Relic of Power:

Faele's Ring—once every domain turn, a priest may cast realm spells without it costing a domain turn.





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The Spider's Lair

Difficulty: 4 Relic of Power:

> Nappolan's War Tome— Cost to move troops is reduced 25 percent

> > 12 12 12 12 12 11 11 11

12 10 12 12 9

T1 12

3 9 T4 12 17

• 1

12 12 15

6 9 73

16

9

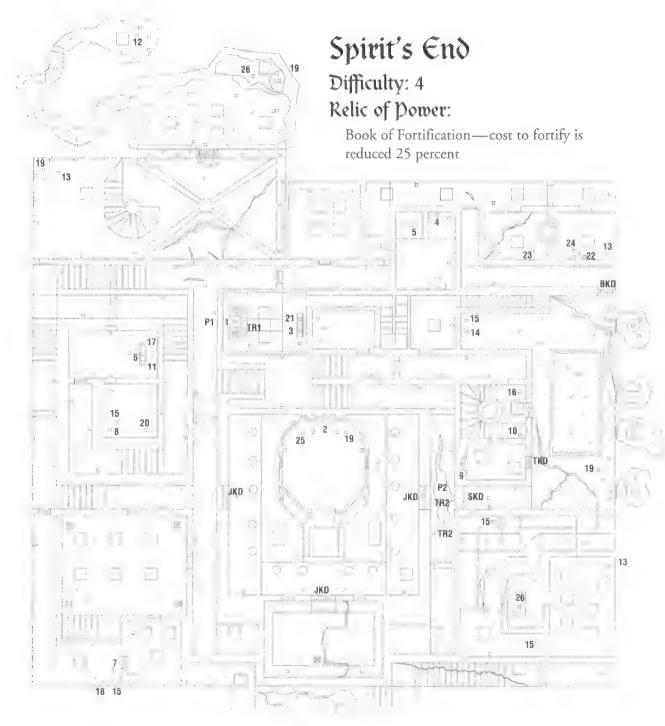
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Chapter Three: Birthright Adventures





Spirit's End

- 1. Amulet Versus Undead
- 2. Book of Fortification
- 3. Book of Vile Darkness
- 4. Cloak of Protection 3
- 5. Gauntlets of Dexterity
- 6. Gauntlets of Ogre Power
- 7. Ioun Stone (Scarlet and Blue)
- 8. Blue Key
- 9. Jeweled Key
- 10. Skeleton Key
- 11. Tiny Key
- 12. Libram/Silver Magic
- 13. Necklace of Missiles
- 14. Potion of Cloud Giant Strength
- 15. Potion of Extra Healing
- 16. Potion of Fire Giant Strength
- 17. Potion of Fire Resistance
- 18. Potion of Flying
- 19. Potion of Healing
- 20. Potion of Stone Giant Strength
- 21. Ring of Fire Resistance
- 22. Ring of Jumping
- 23. Ring of Resistance 3
- 24. Staff of Curing
- 25. Tome of the Mage Lords
- 26. Wand of Frost

Switches, Trigger Lines, Doors, and Platforms

TR1 Raises P1

TR2 Raises P2

BKD Blue Key Door

JKD Jeweled Key Door

SKD Skeleton Key Door

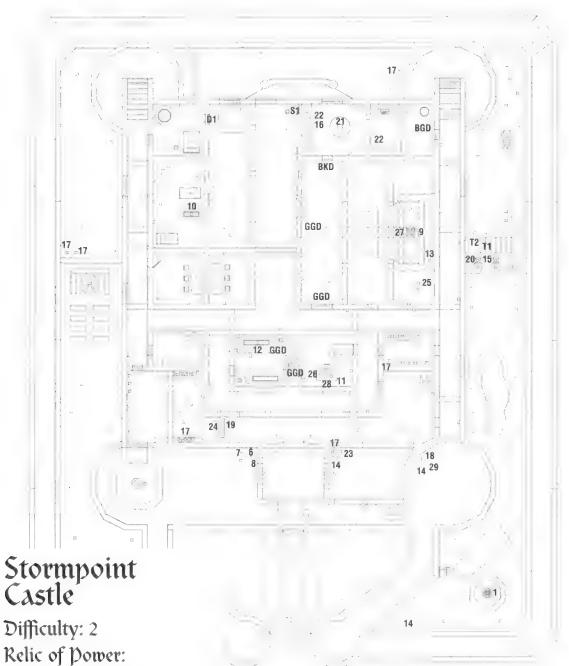
TKD Tiny Key Door

Expedient Dath

- From the start, walk through the left hallway, and make several turns right, left, right, right, right again, left and then right; you should be in the room with the Blue Key.
- Leave the Blue Key room and follow the hallway to the left, around the turn. At the end of the hallway, take a right, and then an immediate right after that.
 Follow the hallway, and take the first hallway leading to the right. Take the first left and go downstairs.
- Downstairs, take the hallway to the left, and you'll come to a Blue Key Door. Go through, and turn right into a small room. Go up the stairs and enter the room at the top; the Jeweled Key is in plain view.
- Use the Jeweled Key to access the large central room of the level, and defend against the Spiders and Spectres to claim the relic of power.



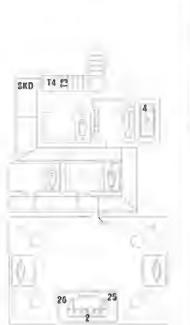
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Robes of the Masses—Possessor gains +5 to any Agitate action

Chapter Three: Birthrisht Adventures





Stormpoint Castle

- 1. Amulet of Speed
- 2. Blue Gem
- 3. Book of Exalted Deeds
- 4. Candle of Invocation
- 5. Candle of Invocation
- 6. Cloak of Protection 3
- 7. Green gem
- 8. Ioun Stone (Dusty Rose)
- 9. Blue Key
- 10. Skeleton Key
- 11, Libram/Gainful Conjuration
- 12. Necklace of Missiles
- 13. Oil of Sharpness 5
- 14. Potion of Extra Healing
- 15. Potion of Fire Giant Strength
- 16. Potion of Fire Resistance
- 17. Potion of Healing
- 18. Potion of Titan Strength
- 19. Ring of Regeneration
- 20. Rod of Resurrection
- 21. Robes of the Masses
- 22. Scroll of Armor Enhancement 1
- 23. Scroll of Armor Enhancement 3
- 24. Staff of Curing
- 25. Tome of the High Wizards
- 26. Tome of Sorcerers' Lore
- 27. Tome of the Mystic Mages
- 28. Tome of the Mage Lords
- 29. Wand of Frost

Switches, Doors, and Teleports

S1 Opens D1

T1 Teleports to T3

T4 Teleports to T2

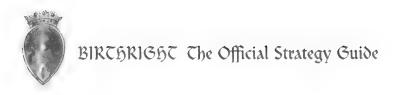
BGD Blue Gem Door

GGD Green Gem Door

SKD Skeleton Key Door

Expedient Dath

- Turn left as you enter, then make two rights and follow the hallway to the Throne Room. You must defeat Rhuobhe Manslayer at this point to receive the Blue Key, which is behind the throne. If Rhuobhe is too much of a test, read on for an alternate route.
- Use the Blue Key to open the door north of the throne; beyond is the relic of power.
- Find the Skeleton Key in the room across from the Throne Room, then find the long hallway behind the Throne Room; it leads to the courtvard.
- In the courtyard, find the stairs behind the bushes. Head down, and follow the hall to the last room; claim the Blue Gem.
- If you return to the hallway which leads from the Throne Room to the courtyard, a door there will open with the Blue Gem, giving access to the room with the relic of power.



Tower Ruannoch

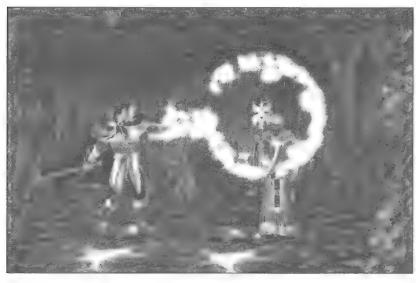
Difficulty Level: 4

Level of Evil: 5

Relic of Power: Tome of the Prince

Relic Effect: Possessor gains a +5 to any Contest Action.

Adventure Text: The depredations of Rhuobhe Manslayer have gone too far, Your Highness! Something must be done, and you are the one who can do it. Our Scouts have found a secret way through his forest that can only be used by a small group of heroes. This path leads all the way to what must be an escape tunnel from Tower Ruannoch, the Manslayer's tower. If you manage to sneak in, I am sure you can do much harm to him and his plans, despite his vaunted superiority.



Rhuobhe Manslayer



Winterroot

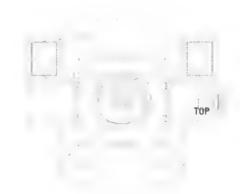
Difficulty Level: 2 Level of Evil: 4

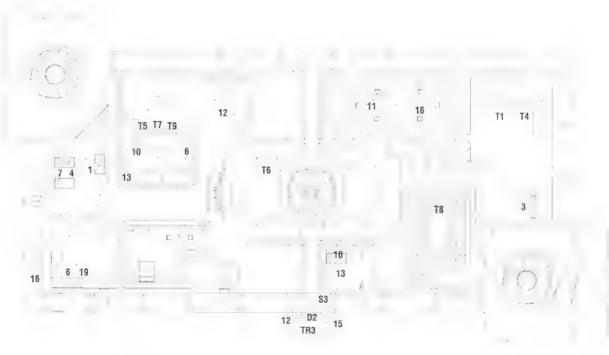
Relic of Power: Ioun Heart

Relic Effect: Raises all Character Attributes by 1 and raises Character level 1.

Adventure Text: Your Highness, Winterroot is an ancient Elven village which has lain undisturbed for many centuries in the province of Caercas. It has never been explored, since it was abandoned those many years ago. None know why its inhabitants fled; we only know that it was quite terrible. The Evil has probably abated by now, and its treasures are ready for the taking by one brave enough to chance its dangers.





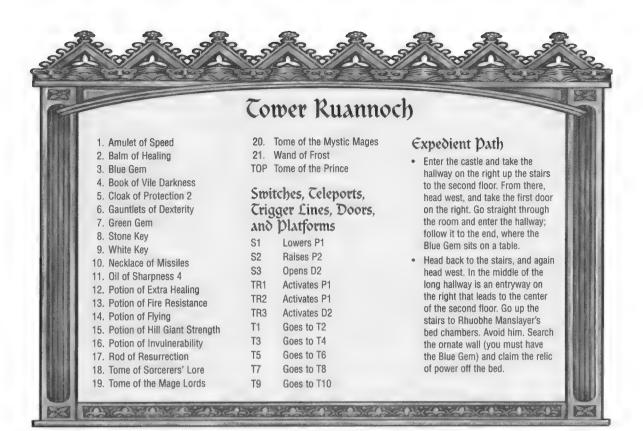


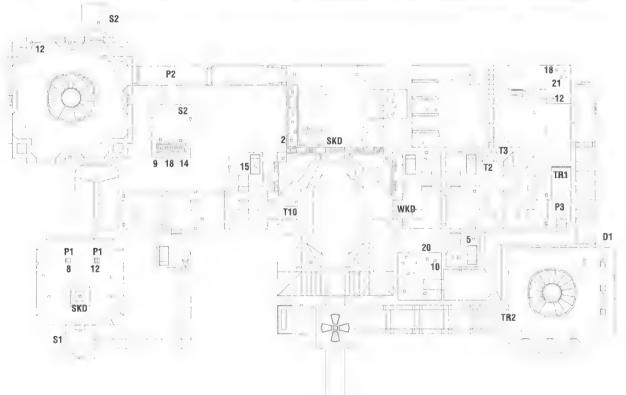
Tower Ruannoch

Difficulty: 4

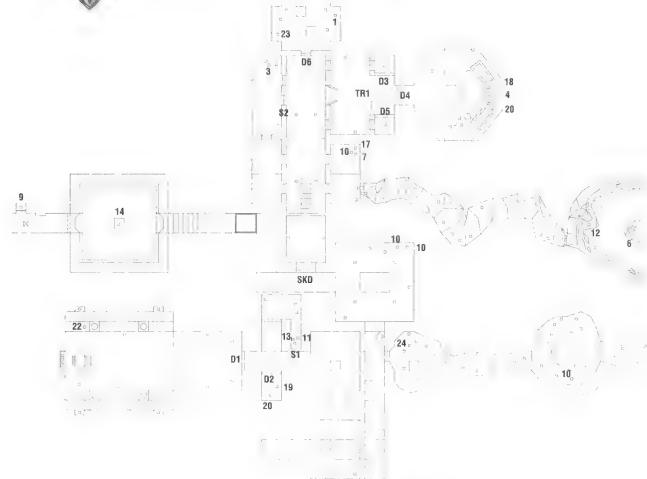
Relic of Dower:

Tome of the Prince—Possessor gains +5 to any Contest action when a map icon is selected





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Winterroot

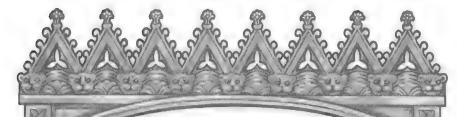
Difficulty: 2

Relic of Dower:

Ioun Heart—raises all Character attributes by 1, and also raises Character level by 1

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Winterroot

- 1. Amulet of Speed
- 2. Cloak of Protection 3
- 3. Gauntlets of Ogre Power
- 4. Ioun Heart
- 5. Ioun Stone (Pearly White)
- 6. Stone Key
- 7. Oil of Sharpness 5
- 8. Potion of Extra Healing
- 9. Potion of Fire Resistance
- 10. Potion of Healing
- 11. Potion of Invulnerability
- 12. Potion of Levitation
- 13. Potion of Titan Strength
- 14. Ring of Fire Resistance
- 15. Ring of Jumping
- 16. Ring of Nightvision
- 17. Scroll of Armor Enhancement 3
- 18. Tome of Mage Lords
- 19. Tome of High Wizards
- 20. Tome of Sorcerers' Lore
- 21. Wand of Enemy Detection 22. Wand of Flesh to Stone
- 23. Wand of Frost
- 24. Wand of Illumination

Switches, Trigger Lines, and Doors

S1 Opens D1 and D2

S2 Opens D6

TR1 Opens D3, D4, and D5

SKD Stone Key Door

Expedient Path

- · At start pull lever on wall to open alcove on wall behind party; claim Fire Resistance potion.
- · Cross lava room and jump lava pit. Follow hallway to a room filled with Zombies. Leave via the hallway to the south, and look to the lower part of the left wall for a crawl space.
- Follow the crawl space passage east until you enter a room with passages heading north and south. Go north until you must turn left or right; head left into the lava room, and claim the Stone Key off the ground.
- Go back to the Zombie room, and exit heading west. Take the first door on the right (the mural which requires the Stone Key). Head north down the stairs. Take the first door on the right, and continue to the room where the relic of power is guarded by Hell Hounds.



Relics of Dower

As a reference, here's the complete list of Relics of Power, including their properties and the adventures where they can be acquired.

MAGIC ITEM	Duration	Charges	COMMONALITY
Amulet of Inspiration	While held	NA	Unique
Banner of Roele	While held	NA	Unique
Barazad's Tools	While held	NA	Unique
Brenna's Favor [necklace]	While held	NA	Unique
Chalice of the Dead	While held	NA	Unique
Corgandal's Staff of Transport	Instant	10	Unique
Crown of Command	While held	NA	Unique
Danica's Crystal of Scrying	While held	NA	Unique
Dierdrien's Ring	While held	NA	Unique
Emperor's Crown	While held	NA	Unique
Faele's Ring	While worn	NA	Unique
Farid's Coffer of the Realm	While held	NA	Unique
Gavelon's Staff of Prosperity	While held	NA	Unique
Hammer of Thunder	While held	NA	Unique
Ioun Heart	While held	NA	Unique
Ioun Fist	While held	NA	Unique
Ring of Wizardry	While worn	NA	Very Rare
Robes of the Masses	While held	NA	Unique
Nappolan's War Tome	While held	NA	Unique
Regalia of the Empire	While held	NA	Unique
Scepter of Cuiraecen	While held	NA	Unique
Sielshegh Gem, Large	While held	NA	Very Rare
State Crown of Anuire	While held	NA	Unique
Tome of the Prince	While held	NA	Unique
Torc of Splendor	While held	NA	Unique
Sword of Roele	While held	NA	Unique
Vaubenel's Book of Fortification	While held	NA	Unique

Chapter Three: BIRTHRIGHT Adventures



EFFECTS

Morale for all army units is increased by one level.

Human troops never Rout on the battlefield.

All build costs are at -25% gold to construct.

The necklace gains its holder 25 Bloodline Points.

During a Muster Action, one unit of Skeletons may be raised for one GB.

Reduces the cost of Transport realm Spell to one Regency Point and the source requirement to level zero.

Gain one extra Action Phase per turn.

Reveals all hidden troops in Anuire.

Once per domain turn, a wizard may forge a ley line without expending a domain action.

Holder gains 30 Bloodline Points.

Once every domain turn, a priest may cast a realm Spell without it costing a domain action.

At end of turn, increase amount of money in Treasury by 20%.

When determining tax results, maximum roll is always made. (Puts a permanent Bless on all provinces.)

When thrown, counts as a +3 weapon doing 6-15 damage and returns to the owner.

Raises all character attributes by one and character level(s) by one.

Raises Character level(s) by two.

The number of wizard Spells that wearer can Memorize is doubled.

Possessor gains a +5 to any Agitate Action.

Reduces cost of troop movement by one.

May hold investiture ceremony without a priest and get a +5 to success roll.

All army units gain +1 to their attack factor. During adventures may cast one 12-96 point lightning bolt.

Holder gains 10 Bloodline Points.

Holder gains 70 Bloodline Points.

Possessor gains a +5 to any Contest Action.

Possessor gains a Charisma of 18.

+2 to hit and damage. In battle, add one defend, one Melee, and one morale to unit.

Cost to Fortify a location is reduced.



Multiplayer Birthrisht

irst, the good news: All that play time in the Expert Mode pays off in the multiplayer BIRTHRIGHT game, where you'll have to manage every aspect of your domain, and manage well, to have any chance of victory.

The bad news—human opponents can be so sneaky.

Unlike the relatively predictable opponents you face in the main game, human opponents only tend to leave you alone when they're thinking up some new scheme for crushing you like a bug.

So you had better start scheming first.

Take all that knowledge you picked up from the main game, and look for weaknesses in your opponent's approach. And never, ever operate with blinders on. Remember, even when things seem calm, there's almost certainly a storm on the horizon.

In General — Be Paranoid

If you've mastered the main game, then it's probably pretty obvious to you what it takes to win in multiplayer: Carefully cultivate your own resources, and seize the initiative whenever your enemy displays a weakness.

Such is the multiplayer game: Stay aware of your human enemy's situation at all times, and be ready to capitalize on any tactical blunder. For instance:

- Has your enemy become over-extended fighting with another opponent?
- Has your enemy failed to clean outside interests in or near valuable provinces?
- Has your enemy concentrated valuable resources (Trade Routes) in one small area?

All of these are examples of negligence that should be taken advantage of quickly, assuming that you've done a decent job of securing your own power base.

And, though the Expert Mode of the main game provides a suitable training ground for multiplayer, don't overlook the fact that some of the tactics which serve you well against the computer might betray you when it comes to testing your skill against a human.

The obvious difference is simply that humans hold a grudge: They're not going to forget about you and go on about their business just because the turn is over, the way some computer opponents will.

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BIRTHRIGHT The Official Strategy Guide

You have to re-evaluate what you consider to be a fair fight, and go for overkill. Also, don't leave your army without a secure province to retreat into, or those computer conflicts can go from bad to worse in a hurry: Not only will you be defeated, but the entire army will be destroyed without a safe haven.

When you do come up against a human opponent on the battlefield, your tactical brilliance will once more be an issue.

Here's an interesting thing to ponder: If you read the battlefield Combat chapter through, you may recall our note about how Skeletons make such short work of any other battlefield unit, except in the case where you let the computer decide a fight between Skeletons and Knights.

Suddenly, knowing that you are guaranteed to be fighting your human opponent on the battlefield, you can use that fact to your own advantage. The wizard realm Spell Legion of the Dead summons one unit of Skeletons, which is kind of a waste of a domain action in the regular game mode. In multiplayer, if all your lieutenant does is summon Skeletons for four or five turns, you've got the cornerstone of an almost unbeatable army at your disposal. Just a thought. . . .

Relics of Dower in Multiplayer

To see that everyone has access to relics of power in the multiplayer mode, the Relics are assigned randomly to several of the non-landed regents at the beginning of the game.

To acquire a Relic—you won't know which one ahead of time, or even if the regent in question has one—you have to establish an oath of fealty with any non-landed regent. If he or she possesses a Relic, they'll turn it over to you when you ink the Oath. Since the relics of power can give you a terrific lead in the race to become the Emperor, hiring lieutenants that may have relics becomes a frantic race in the multiplayer game. Recruit lieutenants and use diplomacy to attract non-landed Vassals as fast as you can when you start and before your fellow gameplayers know what's happened, you'll be halfway to the throne, leaving the ill-advised in the dust!

Chapter Sour: Multiplayer Birchrisht



Also, specifically, it becomes much more of a hazard to tolerate outside holdings in or near your valuable provinces when you're playing in multiplayer.

Whereas in the main game you could let well enough alone in that regard—as long as a holding didn't belong to an overtly hostile opponent, you didn't have to go to extremes to weed all of them out.

In multiplayer, however, it's easy to see how a human opponent could take constant advantage of having a holding within your realm, purely through contests and agitation.

Now consider that an opponent with just a low level source holding in a province adjacent to one of your own can be big trouble.

How easy would it be to initiate some kind of distraction on the other side of your realm—declare war and cross a distant border with a sizable army, for instance—and then strike with magic while you've become pre-occupied?

Consider—while you've got your screen zoomed in, concentrating on the battle, your opponent slaps down a ley line to that innocent little source holding, and suddenly it's level 5. Just as quickly, courtesy of a little spell called Mass Destruction, your prized province is left in ruins. If you've been foolish enough to put all your eggs in that one basket, the game is very nearly over.

So be prepared, and be paranoid. In all likelihood, you won't be able to initiate conflict as much as you're used to from the main game.

Some Specific Insights

The fact is, unless you've mastered the Expert Mode of the main game, you're going to get whacked hard in multiplayer. The simple reason is that, unlike one-on-one variations of other games, a simulation doesn't relieve you of worrying about computer opponents: It just throws a human (or four or five) into the mix.

Unless you have the skills to beat the computer in the main game simulation, it'll probably beat you in multiplayer, as well.

Combat in Multiplayer

In multiplayer, battlefield Combat only takes place between two human opponents. That is, in all other instances, the computer is going to resolve the conflict.

If you've worked hard to master the battlefield, and feel pretty confident that your tactical genius often makes up for a mismatch in terms of unit types, this can be a real pain.



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The struggle for power is the struggle for survival. Play to win with Birthright: The Official Strategy Guide!

KIP WARD is the author of Rebel Moon Rising: The Official Strategy Guide, King's Field II: Unauthorized Game Secrets, and other electronic games guides.





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